FANDOM PRESENTS

DUBAY & FRANKE

FANDOM PRESENTS

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12/64

EDITORIAL

Here's your copy of Fandom Presents. The delay is due to the breakdown of our dear ditto machine and the tremendous amount of time needed to put together such a zine.

To the best of our abilities, we tried to include in this index every hero of amateur comicdom from it's start to the date of September 1964.

If by some slim chance we neglected to include a hero of yours or another's hero, tell us and we'll try to enter it in a future supplement of FP(if there is a future edition). It seems only natural that we could miss a hero. Our sympathies are expressed to the fans whose heroes slipped by us.

In a few cases fans submitted their own heroes mastered on stencils. A handful of these were not printed because of their lack of quality.

Putting together this issue was not an easy task by any means. We would like to express our thanks to Ronn Foss, Bill White, Ken Tesar, Grass Green, Steve Perrin, John Chambers, Sherman and Wayne Howard, Dave Herring, Howard Keltner, Drury Moroz, Larry Herndon, Margaret Gemignani, Jeff Geib and any other person who helped to make this zine a success. To those fans who have "submitted" to us at least two heroes consequently recieved a free copy of Fandom Presents.

This is actually the first time that fans(both big and small) have come together combining efforts in publishing a zine. More activities similar to Fandom Presents should be undertaken by the fans to give all comic-lovers an equal opportunity to associate in fan activities.

AS A SURPRISE BONUS we have enclosed in with this copy of Fandom Presents a free copy of THE VOICE OF COMICDOM#2 which should introduce you to comicdom's first newspaper----I hope you stick with VOC by supporting it's future issues.

I hope you enjoy Fandom Presents, we enjoyed publishing it.

Sincerely;
Rudi Franke
Bill Bubay
Marty Arbunich

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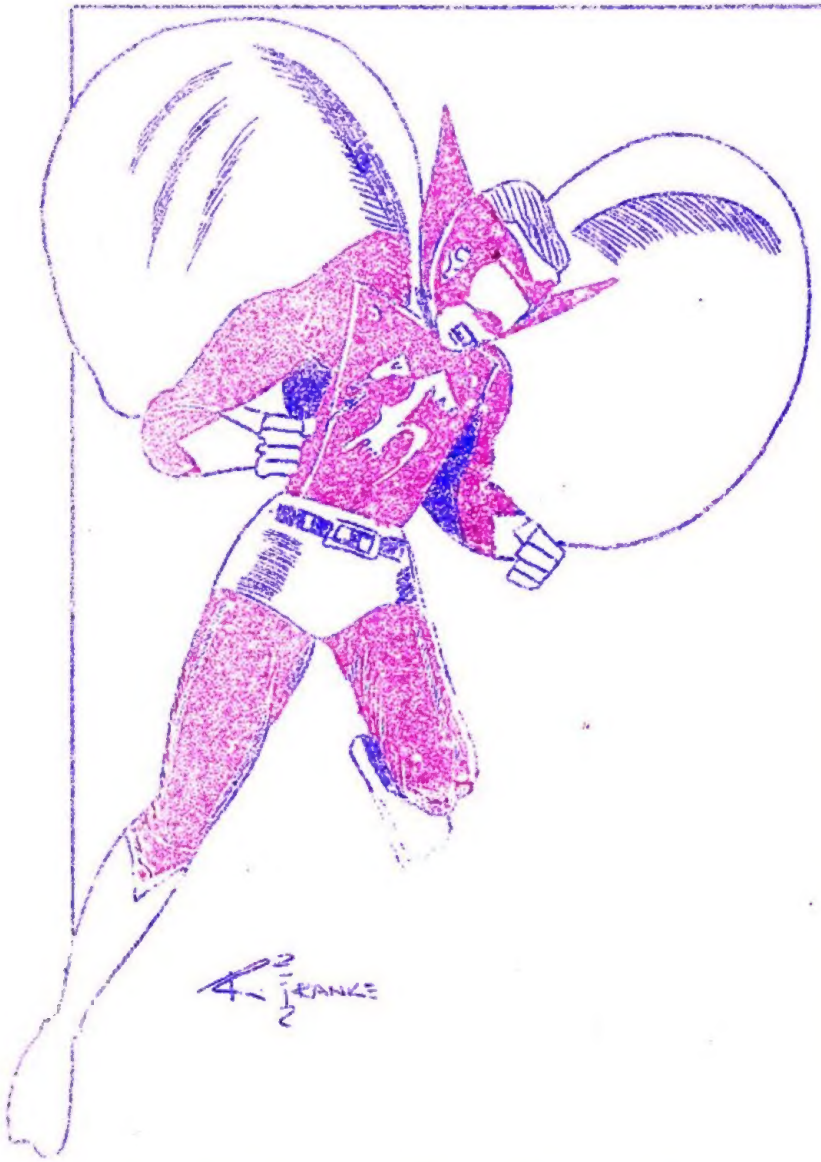

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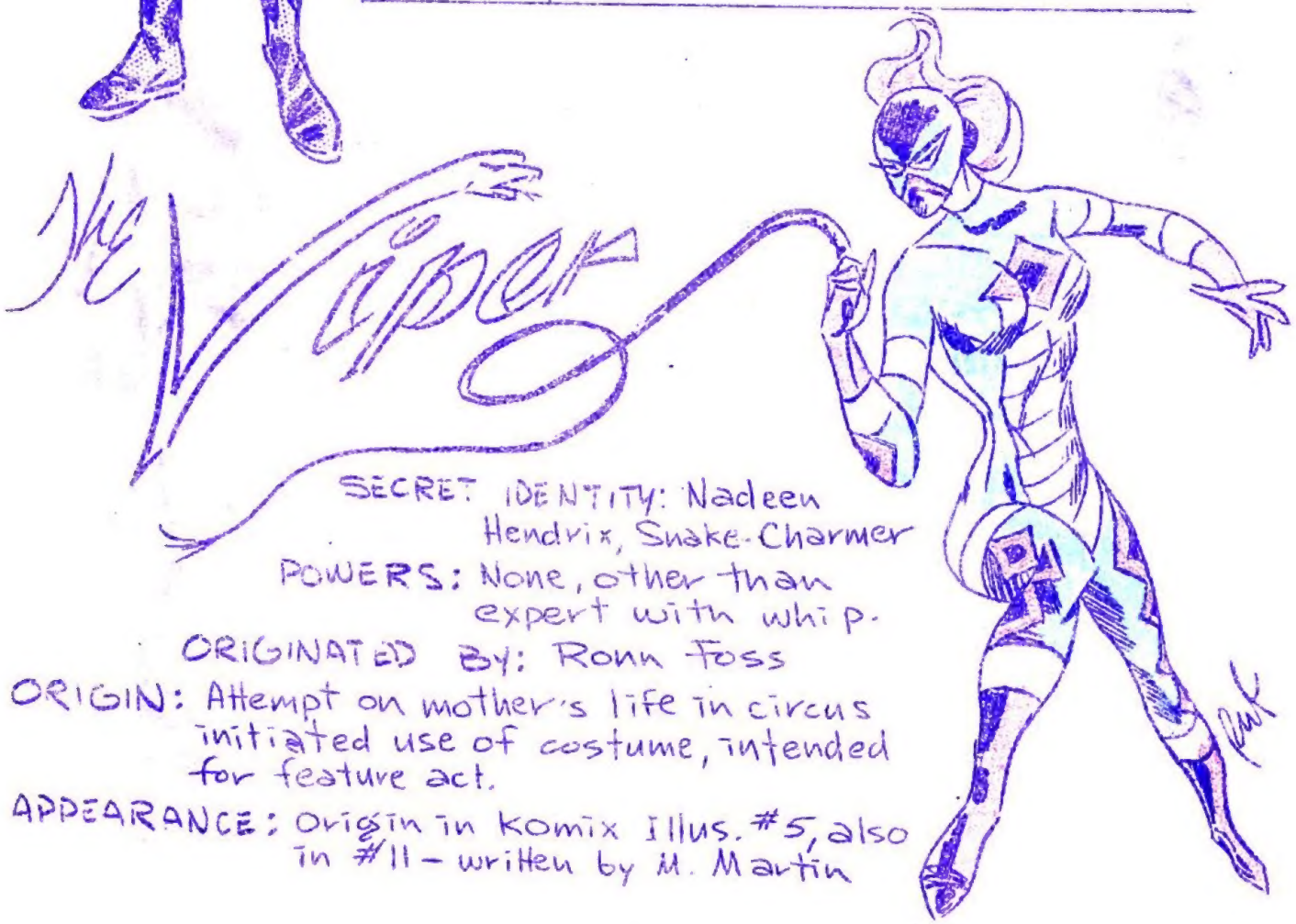
The Eclipse

SECRET IDENTITY: Craig Pierce, Serology Dr.
POWERS: Negative-matter (ability to pass thru solid objects, as well as to effect invisibility). Weapon - Laser beam-gun, which emits opaque black-light.
ORIGINATED BY: Drury Moroz, writer.
ORIGIN: Criminal-set explosion in lab caused 'chronic phototonis' (light sensitivity/blindness). After effects resultant in night-vision, able to see in darkness.
APPEARANCE: Alter Ego #5, origin.



The Viper

SECRET IDENTITY: Nadeen Hendrix, Snake-Charmer
POWERS: None, other than expert with whip.
ORIGINATED BY: Ronn Foss
ORIGIN: Attempt on mother's life in circus initiated use of costume, intended for feature act.
APPEARANCE: Origin in Komix Illus. #5, also in #11 - written by M. Martin

The CAWL

SECRET IDENTITY: Detective Lt. Jim Spade

POWERS: None; simply normal.

ORIGINATED BY: Mike Vosburg, who wrote both scripts.

ORIGIN: In self defense, Spade thinks he kills friend - becomes fugitive, assumes guise of Cowl to continue combating crime.

APPEARANCE: Origin in Masquerader #1, also in #6; ends with Spade giving up Cowl role.

Ross

Belle STARR

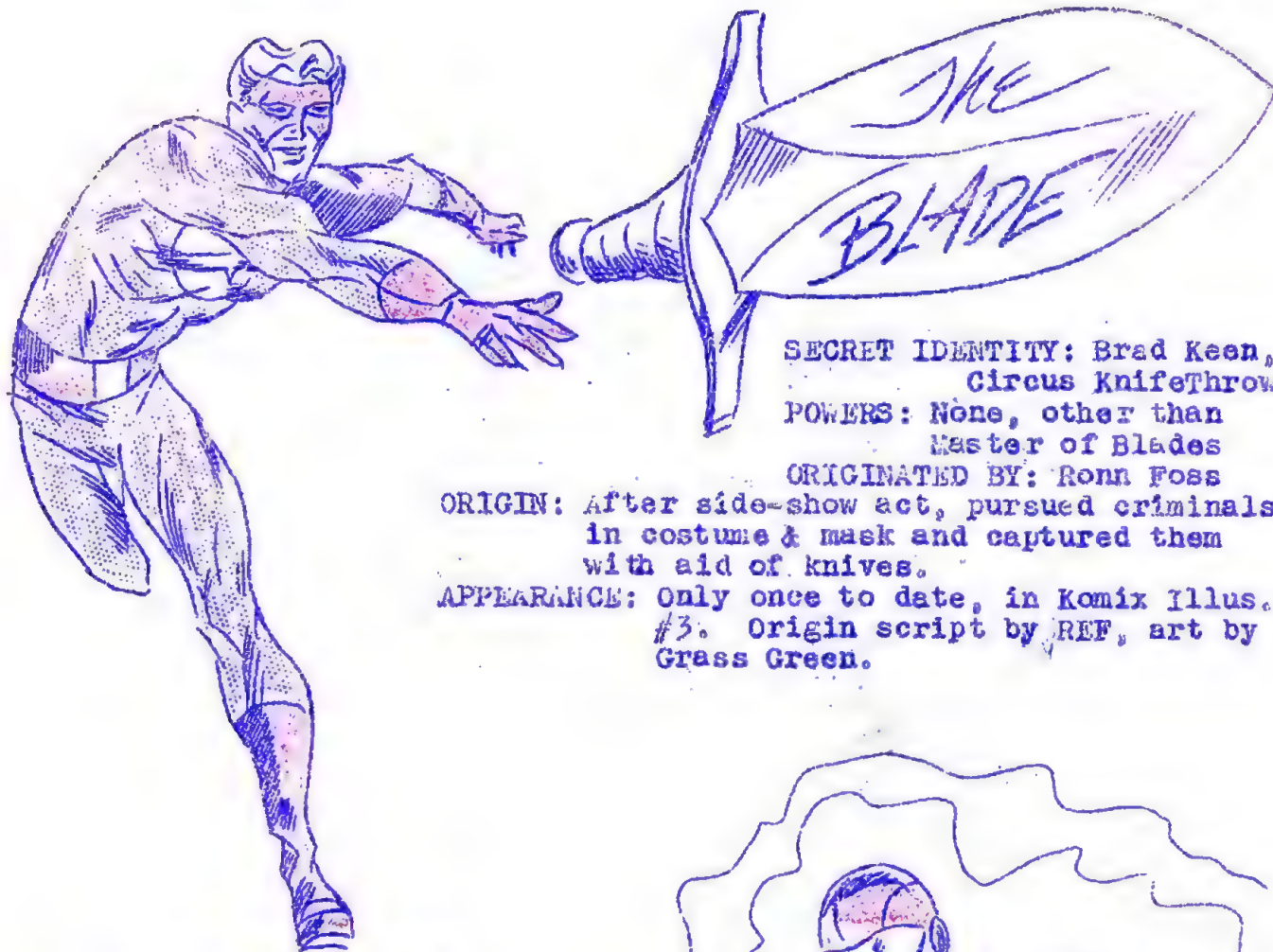
SECRET IDENTITY: None

POWERS: Confidential!

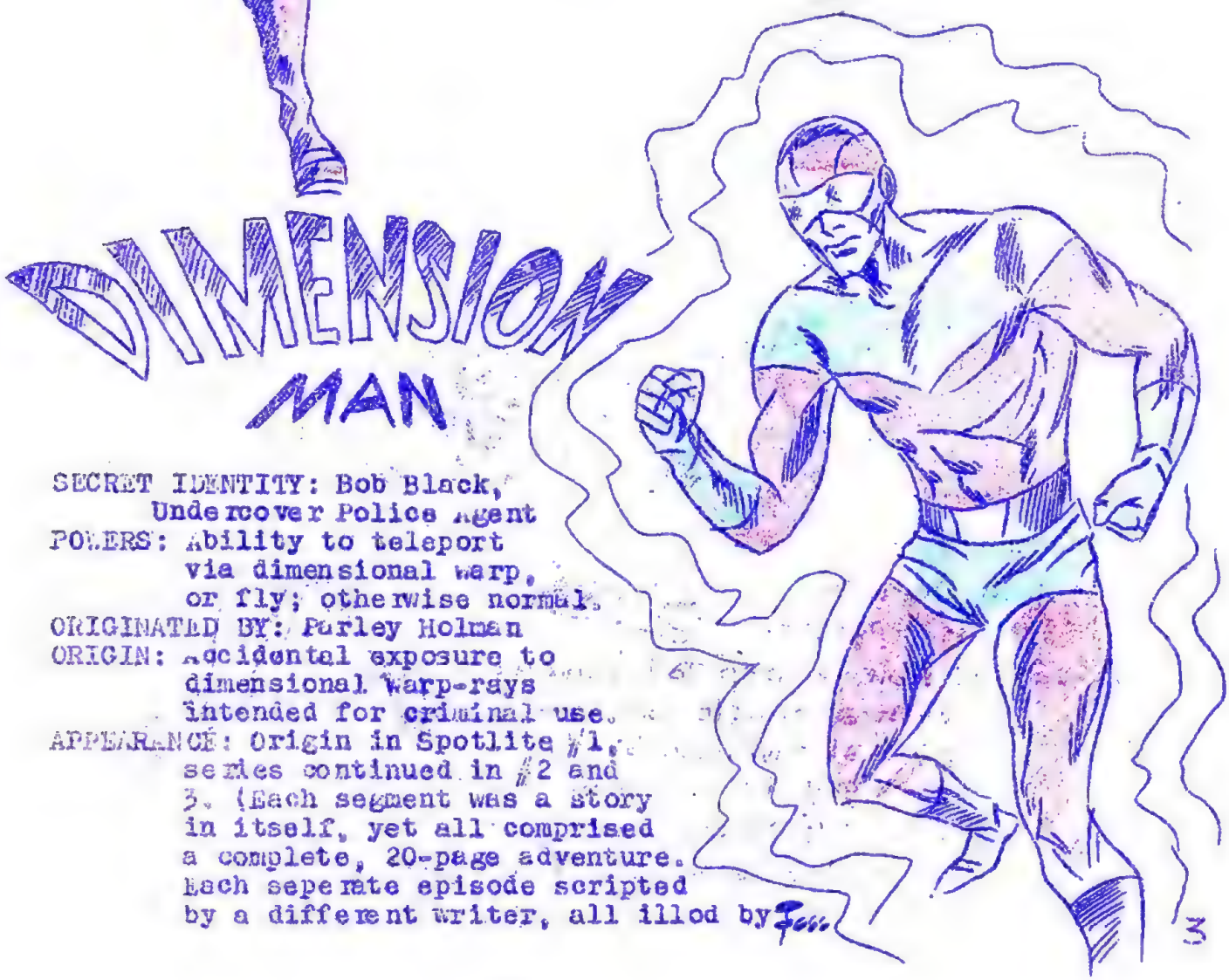
ORIGINATED BY: Ron Ross

ORIGIN: Forthcoming!

APPEARANCE: Prospective in Fantasy Heroes Hangout



SECRET IDENTITY: Brad Keen, Circus KnifeThrower
POWERS: None, other than Master of Blades
ORIGINATED BY: Ronn Foss
ORIGIN: After side-show act, pursued criminals in costume & mask and captured them with aid of knives.
APPEARANCE: Only once to date, in Komix Illus. #3. Origin script by REF, art by Grass Green.



SECRET IDENTITY: Bob Black, Undercover Police Agent
POWERS: Ability to teleport via dimensional warp, or fly; otherwise normal.
ORIGINATED BY: Parley Holman
ORIGIN: Accidental exposure to dimensional warp-rays intended for criminal use.
APPEARANCE: Origin in Spotlite #1, series continued in #2 and 3. (Each segment was a story in itself, yet all comprised a complete, 20-page adventure. Each seperate episode scripted by a different writer, all illod by Foss.

OLD MAID

ALTER-EGO: ABIGAIL MANCHESTER: MILLIONAIRESS ~ WIDOW!
POWERS: NONE, BUT A DEADLY CANE THAT SHOOTS OUT RAZOR SHARP PLAYING CARDS CAPABLE OF SLASHING A MAN TO BITS!!!
ORIGIN: A DIAMOND COLLECTOR WHO WAS FORCED TO GO TO EXTREMES TO COLLECT ITEMS SHE WOULD OTHERWISE NOT BE CAPABLE OF OBTAINING! E.G. SLASHING THE BODY OF JASON ARGO, JEWELER, AND ALLOWING HER SONS, KING AND JACK, TO TAKE HIS GEMS! SHE TOOK THE DISGUISE OF THE 'OLD MAID' IN ORDER TO OUTWIT THE HERO, 'JOKER!'
APPEARANCES: NONE TO DATE!
GROUP: NONE

by BILL DUBAY!

LITTLE Giant

SECRET IDENTITY:
Tom Jorman,
cub-reporter.
POWERS: Able to leap tall buildings with a single bound -
partial invulnerability,
energy beam from hand.
ORIGINATED BY: Steve Gerber
ORIGIN: Accidental shock from electronic computer.
APPEARANCE: Origin in Headline #1

LAW'S ANGEL

BY STEVE PERRIN

NAME: Joseph Angelo
OCCUPATION: Social Worker
POWERS, WEAPONS, & WEAKNESSES: LA is an authentic angel who has come to fight evil at its sources. He can fly with his wings, is completely invulnerable, and possesses a magic flaming sword. The only way to fight him is to trick him, as there is no possibility of harming him.
group; Mystic Men

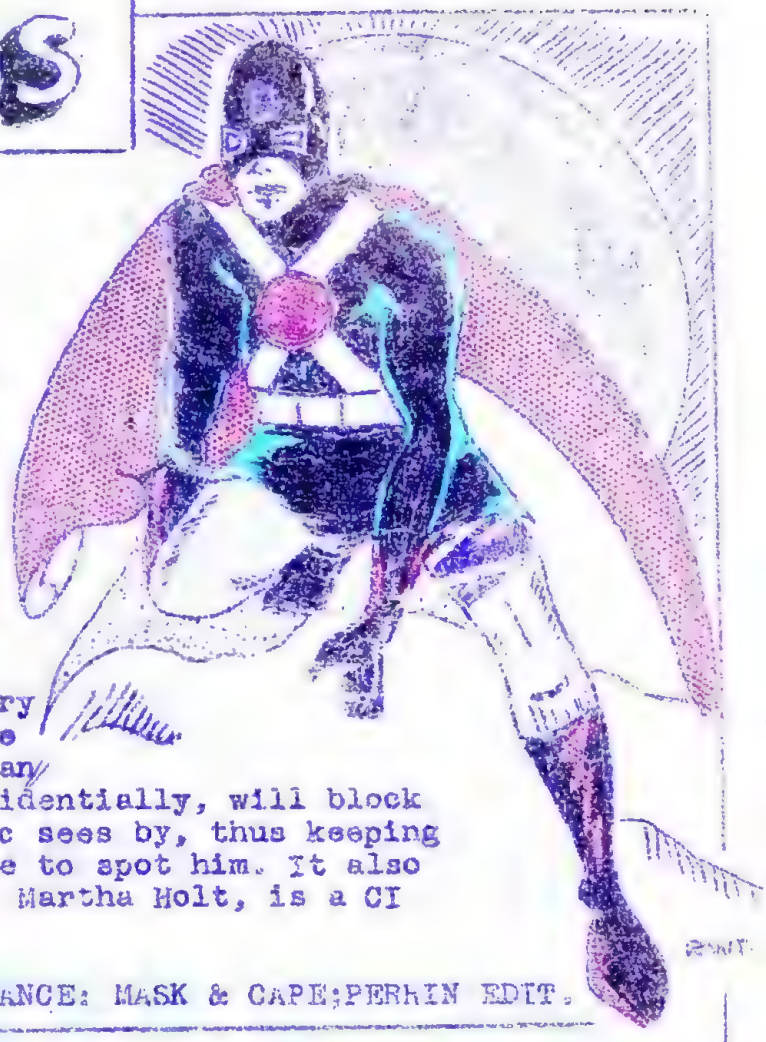
DREAMSMAN and LUCKY

By Steve Perrin

GROUP: COMPANIONS FOR JUSTICE

Note: (Lucky is not pictured here. See Fantasy Ill. #3).
NAMES: JERRY MANNING & His Younger Brother BILL.
OCCUPATIONS: Electronics Serviceman and high school student.
POWERS, WEAPONS, & WEAKNESSES: Jerry is simply twice the man anyone else is. He's twice as strong, fast, alert, etc. Bill has a strange control over the laws of chance, as he can always have things happen his way. They both use sonic weapons to knock out opponents and use hopped up motorcycles.

DR. DARKNESS



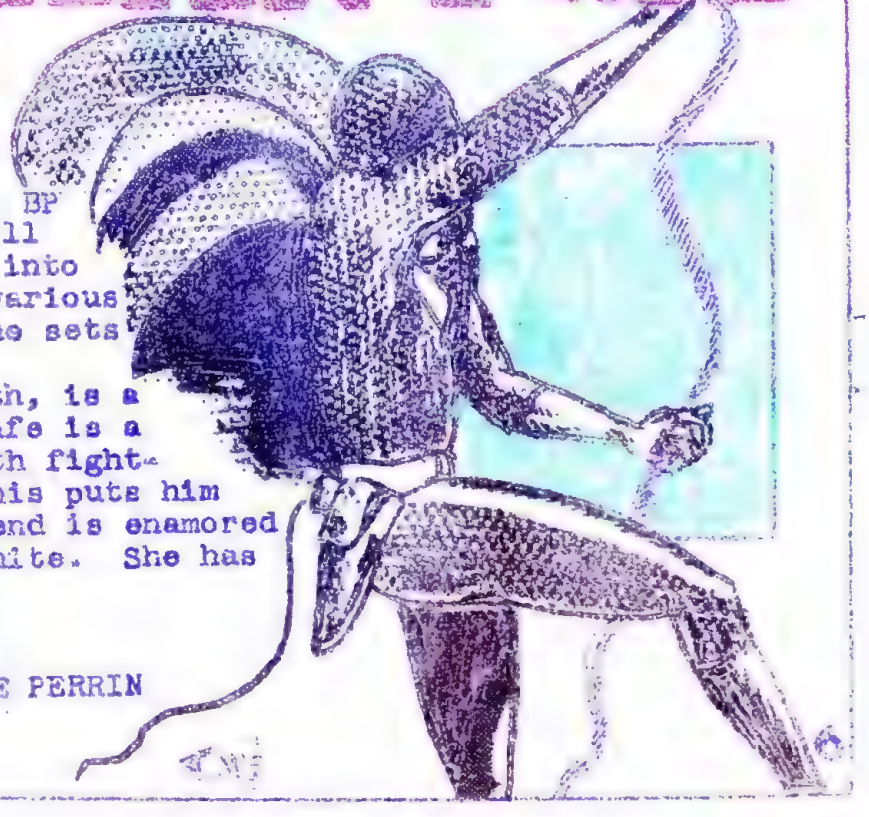
BY STEVE PERRIN.

NAME: MIKE NIGHTHAWK.
OCCUPATION: RESEARCH PHYSICIST AT ATKINS LABORATORIES.
POWERS, WEAPONS, & WEAKNESSES: Doc's sole power is the ability to see in the dark. His main reliance is placed in his Nite-Bomb which spreads an opaqueness that completely shuts out sight and sound. Only Doc's goggles and earaids will pierce the influence of this weapon. He uses his Nite-Flyer, a cushion-air craft, to get around on.
NOTE: His cover ID is that of an ivory tower scientist who refuses to relate to the world around him. He's also an American Indian. The Nite-Bomb, incidentially, will block out all radiation other than that Doc sees by, thus keeping enemies from using radar and the like to spot him. It also blocks radio waves. His girlfriend, Martha Holt, is a CI agent.

Group: Companions for Justice. APPERANCE: MASK & CAPE;PERRIN EDIT.

The BLACK PHANTOM

BY: STEVE PERRIN



NAME: LAFAYETTE JERRERSON
OCCUPATION: DRIVER FOR TRANS-NATIONAL BUS LINES.
POWERS, WEAPONS, & WEAKNESSES: BP BP has no powers. His cape will absorb light to let him blend into shadows. His gun shoots out various substances, depending on how he sets the controls on it.
NOTE: BP's little buddy, Wraith, is a white boy, Joey Trager, but Lafe is a Negro. He's much involved with fighting injustice and sometimes this puts him against the law. His girlfriend is enamored of the Black Phantom and is white. She has no idea that BP is a Negro.
Group: None;

APPERANCE. MASK & CAPE-(STEVE PERRIN EDITION.)

CAPTAIN LIBERTY

BY STEVE PERRIN.

APPERENCE: MASK & CAPE.
NAME: CARTER MACRAE
OCCUPATION: Lab assistant at Atkins Labs.
POWERS, WEAPONS, & WEAKNESSES: Cap has six times the strength of a normal man and his body will adopt to any environment within seconds. Thus, he can breathe poison gas, or water, or go without entirely in a vacum. His costume will resist anything up to a powered projectile and will stop any radiation or corrosives. His shield will stop anything. He also carries a thermo gun capable of projecting extremes of heat and cold.
Note: He is the partner of Doctor Darkness.
GROUP: COMPANION FOR JUST

MEDICO

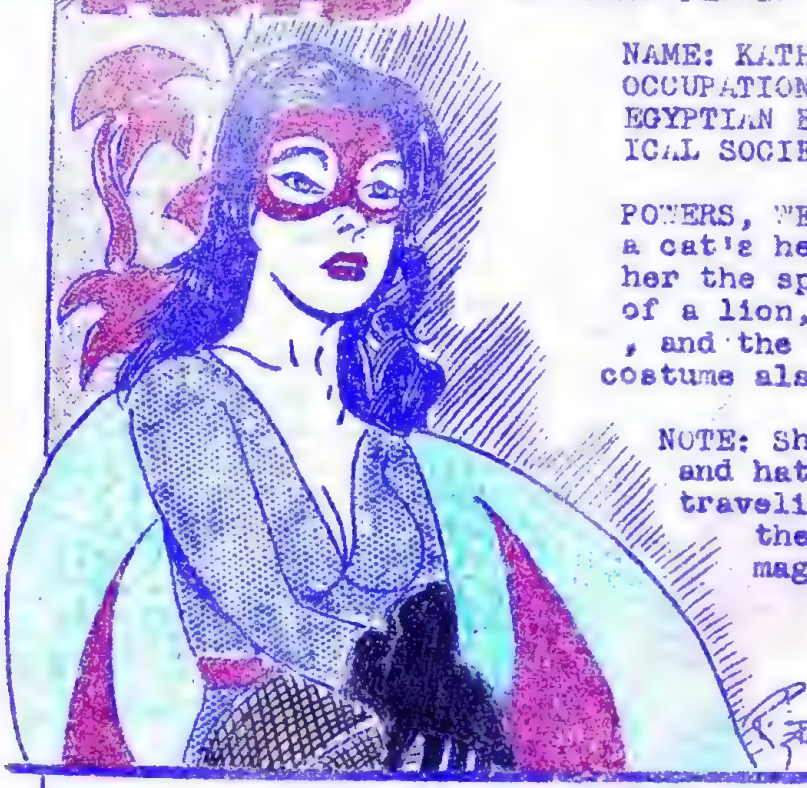
BY STEVE PERRIN.

APPERENCE: COMIC CAPER.
NAME: RICK MARION
OCCUPATION: INTERN
POWERS, WEAPONS, & WEAKNESSES: Medico has a bag given him by an alien who gave it to him to use its super medicine to help cure the ills of the world. With it he can; give himself or someone else super adrenalin to vastly increase speed and strength, use hypnotubes to control the minds of unprepared people, use anesthetic bombs to knock out crooks, douse fleeing crooks with radioactive tracer that allows him to run them down, etc.

GROUP: COMPANIONS FOR JUSTICE.

MEDUSA

BY STEVE PERRIN



NAME: KATHY HOWARD
OCCUPATION: ASSISTANT CHAIRMAN OF THE GRECO-EGYPTIAN BRANCH OF THE NATIONAL ARCHAEOLOGICAL SOCIETY.

POWERS, WEAPONS, & WEAKNESSES: She got a cat's head amulet which when rubbed gives her the speed of a cheetah, the strength of a lion, claws that will pierce anything, and the agility of an alley cat. The costume also comes with the deal.

NOTE: She's tied down to a New York office and hates it, expecially since John is traveling around the world. Both of them are crimefighters rather than magic fighters.

GROUP: MYSTIC MEN.

FORCE MASTER

NAME: Haven Stewart
OCCUPATION: CIA OPERATIVE.
POWERS, WEAPONS, & WEAKNESSES: FM possesses a rod that can affect the entire gravito-magnetic spectrum. This gives him control over much of gravitic and magnetic phenomena Electrical weapons and phenomena can still affect him, however, gas can projectiles that he isn't ready for

NOTE: Haven is based in the Near East and therefore is always mixed up in the political problems of the area He is always mixed up in things he doesn't want to because people naturally assume he's a real-for-sure spy instead of a glorified messenger as some agents must be. Naturally Force-Master is always having to pull Haven out of scrapes.

GROUP: VICTORY SQUAD.

APPERANCE: HEROES' HANGOUT #3.

OLYMPIAN

BY STEVE PERRIN.

NAME: John Calman.
OCCUPATION: Head Field Archaeologist for the National Archaeological Society.
POWERS, WEAPONS, & WEAKNESSES: Olympian possesses a belt which has twelve studs. On pressing one he assumes one out of twelve powers and his shirt, hood, and leggings also turn the color that goes with the power. The powers are: lightnings of Zeus, sea control of Poseidon, invulnerability of Hades, disguise power of Hera, Plant control of Demeter, flame control of Hestia, wisdom of Athena, speed of Hermes, clairvoyance of Helios, hunting prowess of Diana, storm control of Ares, & the empathy-sense of Aphrodite. His powers are protected through his costume.
NOTE: He is engaged to Kathy (Isis) Howard.
GROUP: MYSTIC MEN (CHAIRMAN)

TOTEM CHIEF

BY STEVE PERRIN

NAME: BOB WISEHAWK
OCCUPATION: Seller of Indian antiquities.
POWERS, WEAPONS, & WEAKNESSES: TC's magic charm is his five-finger necklace that has a bird and the heads of a bear, a bison, antelope, and a round black stone. When he rubs the particular head he changes into that animal. The black Stone changes him back and forth from TC to Bob Wisehawk.

NOTE: Aside from changing into the animals there is nothing super about this character, so he can be harmed.

GROUP: MYSTIC MEN.

APPEARANCE: A Future issue of Fantastic.

ANTHEM

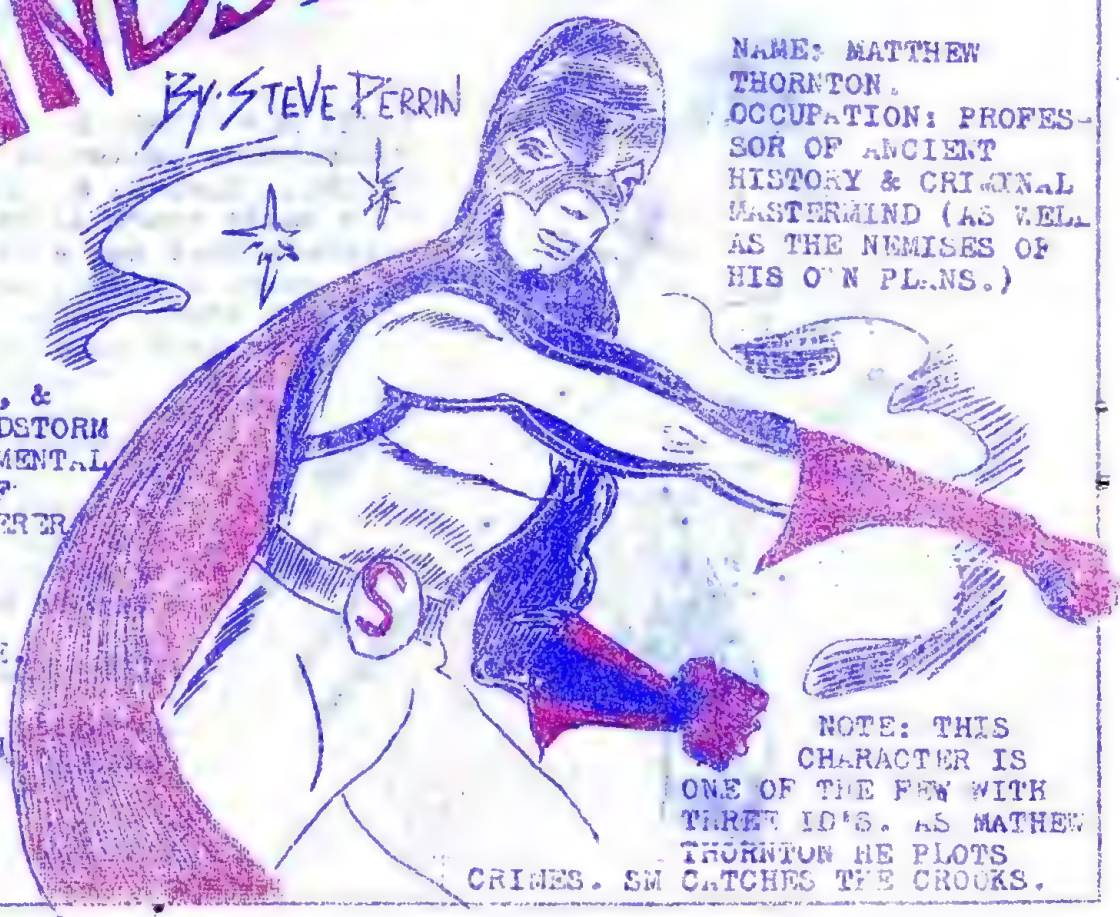
BY: STEVE PERRIN

NAME: SGT. ALLEN WYNE.
OCCUPATION: PERSONAL COMBAT INSTRUCTOR FOR U.S. ARMY.
POWERS, WEAPONS, & WEAKNESSES: THIS CHARACTER CAN ABSORB ANY KIND OF RADIATION FROM THE AIR OR AN INORGANIC BODY AND USE IT IN SOME OTHER KIND OF ENERGY. THEREFORE, HE CAN TAKE BULLETS AND USE THEM FOR AN ELECTRIC CHARGE, OR ABSORB RADIANT ENERGY FROM AN ORGANIC SOURCE, SO HE IS STILL SUSCEPTIBLE TO A FIST.
NOTE: ALTHOUGH PATRIOTICALLY COSTUMED, HE IS NOT NECESSARILY A COMMIE FIGHTER, THOUGH HE DOES THIS OFTEN. CLAY (NIGHT RIDER) DONALDSON IS AN ARMY BUDDY OF HIS. GROUP: NONE.

SANDSTORM

GROUP: MYSTIC MEN.

BY: STEVE PERRIN



NAME: MATTHEW THORNTON.
OCCUPATION: PROFESSOR OF ANCIENT HISTORY & CRIMINAL MASTERMIND (AS WELL AS THE NEMISES OF HIS OWN PLANS.)

POWERS, WEAPONS, & WEAKNESSES: SANDSTORM IS AN EARTH ELEMENTAL WITH THE MIND OF A MEDIEVAL SORCERER JOSEPHUS. HIS BODY IS MADE UP ENTIRELY OF SILICON ANYWHERE. HE CAN SEND HIS IDENTITY TO ANY PATCH OF SILICON & REBUILD HIMHIMSELF.

NOTE: THIS CHARACTER IS ONE OF THE FEW WITH THREE ID'S. AS MATHEW THORNTON HE PLOTS CRIMES. SM CATCHES THE CROOKS.

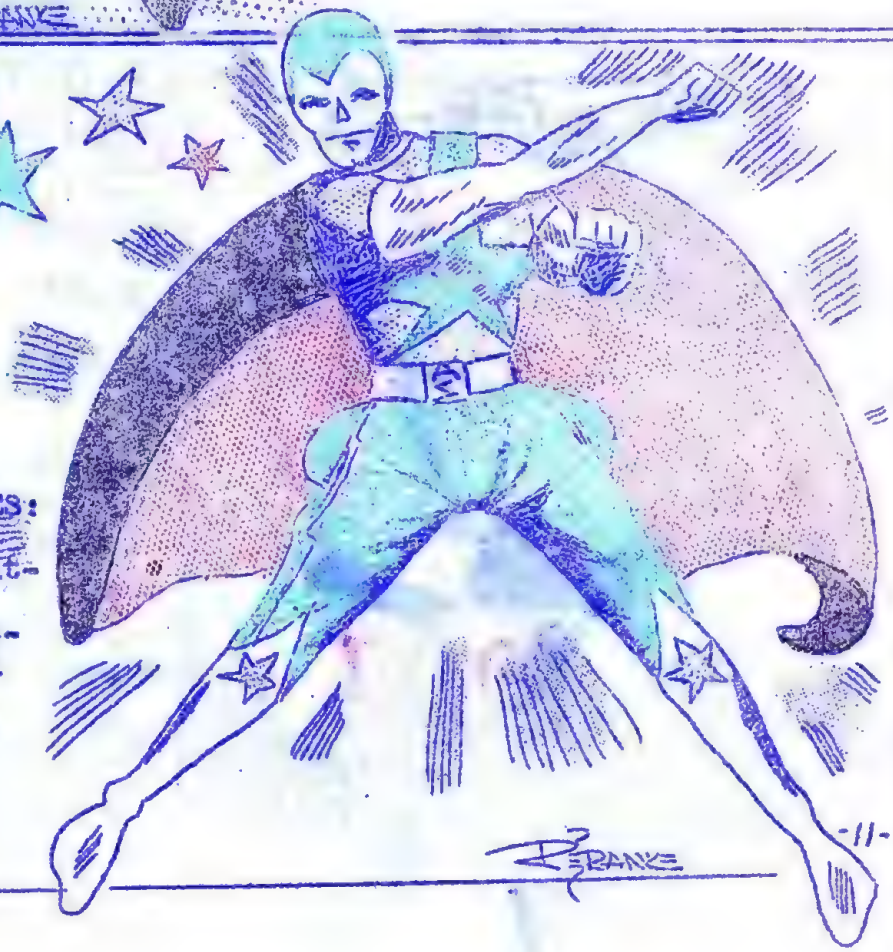
SPORTSMAN

BY STEVE PERRIN

NAME: Kel Tarman.
OCCUPATION: Maintenance man for Interworld Robotics, Inc.
POWERS, WEAPONS, & WEAKNESSES: Sportsman lives in a future world in which the physical sports have been forgotten. He excells at [redacted] every sport and has a group of others whom he trains. However, he was born on a high gravity world and therefore has an edge.
NOTE: He is not a copy of Robot Fighter as the world is run by automatic machinery and humans. He is just a crimefighter of that time who uses strange abilities. He also operates outside the law.

APPERENCE: NONE AT TIME OF PRINTING FANDOM PRESENTS.

AMERICAN STAR



BY STEVE PERRIN

NAME: NONE
OCCUPATION: NONE
POWERS, WEAPONS, & WEAKNESSES: AS is the spirit of a Commie-Fighter who died fighting Commies and refused to let his country go unprotected. He has supernatural and mental weapons.
NOTE: This guy appears very seldom and is somewhat too zealous at times.
GROUP: NONE.
APPERENCE: NONE AT DATE.

BEAST MASTER

BY STEVE PERRIN

NAME: BEAST MASTER; NO SECRET ID.
OCCUPATION: NONE.
POWERS, WEAPONS, & WEAKNESSES: This is a character able to establish an empathic bond with some animals. He is also expert with a knife and with other primitive weapons. This is necessary in that the world he lives in is one devastated by alien attack and domination.
The aliens exploit the world and fight off attacks of guerillas like Beast Master.
NOTE: no one trusts this guy because they aren't sure whose side he's on. The stories just deal with his struggle to survive in a world that is totally against him. He's a policeman of the world, there to right wrongs, but no knows that he was self appointed.

The GUARD

SECRET IDENTITY: JIM BENSON.

POWERS: HE POSSESSES A RING THAT CAN DO ANYTHING.

ORGINATED BY: LARRY MONTGOMERY

ORIGIN: GIVEN A RING FROM MALNOR THE GOOD SAMARITAN OF SPACE

APPEARANCE: HEADLINE #1

TEXT STORY:

ILLUSTRATED BY:

NIGHT RIDER

BY STEVE PERRIN

GROUP: COMPANIONS FOR JUSTICE.
NAME: Clay Donaldson
OCCUPATION: Son Of Western Rancher
POWERS, WEAPONS, & WEAKNESSES:
Night Rider is an ex-Special Forces man with no powers. He uses infra-red goggles to see at night, and he is adept at using his two .45's , a lariat, knife, whip, and bolas. He rides a black horse named Hades.
Note: His girlfriend, June Collier, is going to college in the East, therefore bringing Night Rider back there occasionally, but largely Night Rider operates on the Western Plains. His specialty is fighting Old West crimes, like rustling, etc., which have been updated by modern crooks. He uses Old West weapons because he dislikes modern mass killing techniques, though he's by no means adverse to killing deserving criminals.

GOLDEN COMET

BY STEVE PERRIN

NAME: AL JACOBS GROUP: Companion for
OCCUPATION: Test Pilot. \ Justice.
POWERS, WEAPONS, & WEAKNESSES:
GC's body is gaseous and he flies at jet speed. He can shine like a comet and travel in space for great distances. He can disperse or solidify any part of his body he cares to. He uses this to extend himself for great distances and entrap his foes. No projectiles can harm him since they pass right through him. He can be hurt by heavy radiation, etc.

ACTION

STORY BY: PHIL LEIBFRED
ART BY: MIKE VOSBURG

SECRET IDENTITY: BOB SAXON, AN ASTRONIMER.
POWERS: FLIGHT, GREAT STRENGTH, GREAT AGILITY, PLUS NOT DEFINED.
ORIGIN: POWER FROM METEOR THAT FELL NEAR HIM.
APPERANCE: MASQUERADER #3.

CAP. Victory

BY STEVE PERRIN.

RWF

NAMES: DENNIS MARKHAM & his wife JO ANNE MARKHAM.
OCCUPATIONS: A comic-book artist and w writer team.
POWERS, WEAPONS, & WEAKNESSES; These two are invulnerable to radiation and in general can copy light waves behavior. They can negate gravity and use a special photon propulsion system to propel themselves. Their weapons are a pair of laser guns.
NOTE: Jo Anne's brother is Haven (Force Master) Stewart and therefore they are often brought in on espionage cases. Also, they are in the game for the fun of doing what they've always written about.
GROUP: VICTORY SQUAD.

APPEARANCES: HEROES' HANGOUT #2. TEXT STORY.

CYCLONE

BY STEVE PERRIN

NAME: VERNON CARLYSLE
OCCUPATION: OWNER, CARLYSLE CHEMICALS and a dozen affiliated companies.
POWERS, WEAPONS, & WEAKNESSES: Cyclone's helmet controls, through his will power, the molecules of the air to cause windstorms and the like.

NOTE: Vernon is another one out for kicks. He's tired of dealing with the impersonal forces of industry and wants to get on a more individual basis.

GROUP: VICTORY SQUAD.
APPEARANCE: ISSUE FOUR OF HEROES' HANGOUT.

TELE

BY STEVE PERRIN

NAME: NO SECRET ID.
OCCUPATION: NONE.
POWERS, WEAPONS, AND WEAKNESSES: Tele is telepathic and can teleport and use telekinesis. He must be in either water or air, depending on which he's in at the time, every two hours. Also, lead blocks his powers.

NOTE: Tele fights aggression and works against any attempt to start atomic war. He comes from the underwater city of Lemora, which was devastated by the Bikini H-bomb test.

GROUP: VICTORY SQUAD.

APPERENCE: MASK & CAPE.#4 TEXT STORY. STEVE PERRIN ISSUE.

ZODIAC

BY: SHERMAN HOWARD

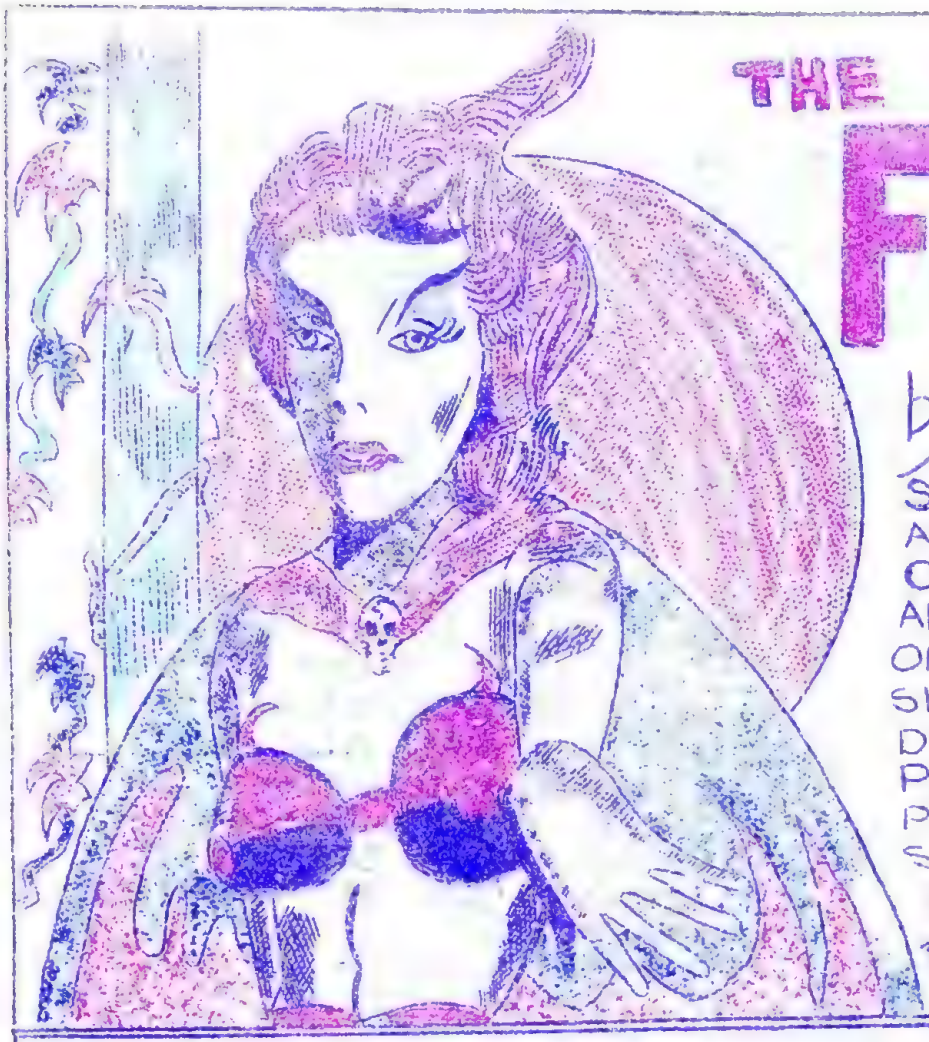
NAME: THE ZODIAC.
POWERS: HE HAS THE POWERS OF ASTRAL ZODIAC BEINGS GIVEN TO HIM BY SAGGITARIUS. HE HAS PERSEVERANCE, AGILITY AND SPEED, MUSCLE AND NERVE CONTROL, ENDURANCE, STRENGTH, ILLUSIONS, COURAGE, FLAME-RAY, INFRA RED SIGHT, PRECEPTION OF CRIMES & JUSTICE.
HE HAS BEEN IN THE FOLLOWING ZINES:
HERO COMICS #7
ACTION HERO #3.

ALSO, ZODIAC WAS ILLUSIVE.

NORSEMAN

BY: STEVE PERRIN

NAME: ERIC BJORNSON
OCCUPATION: POLICEMAN
POWERS, WEAPONS, & WEAKNESSES:
NORSEMAN HAS FREY'S MAGIC SWORD OF LIGHT. TYR'S INVULNERABLE SHIELD, AND RIDES HELMDALL'S RAINBOW HORSE, GOLDTOP. GOLDTOP IS AN EIGHT-LEGGED ANIMAL THAT ALWAYS LEAVES A MULTICOLORED TRAIL IN THE AIR BEHIND HIM. TYR'S SHIELD WILL NOT LET ANYTHING PASS, AND FREY'S SWORD IS TOO HEAVY FOR ANY MAN OF EVIL TO LIFT AND AS LIGHT AS A FOIL TO ITS WIELDER. IT CAN ALSO SEND OUT BEAMS OF LIGHT TO BLIND ANYONE ITS FOCUSED AGAINST.
NOTE: NORESEMAN IS LARGELY A CRIME-FIGHTER AND HIS PATROL CAR PARTNER, DAVE MILES, KNOWS HIS SECRET ID.



THE FLAME

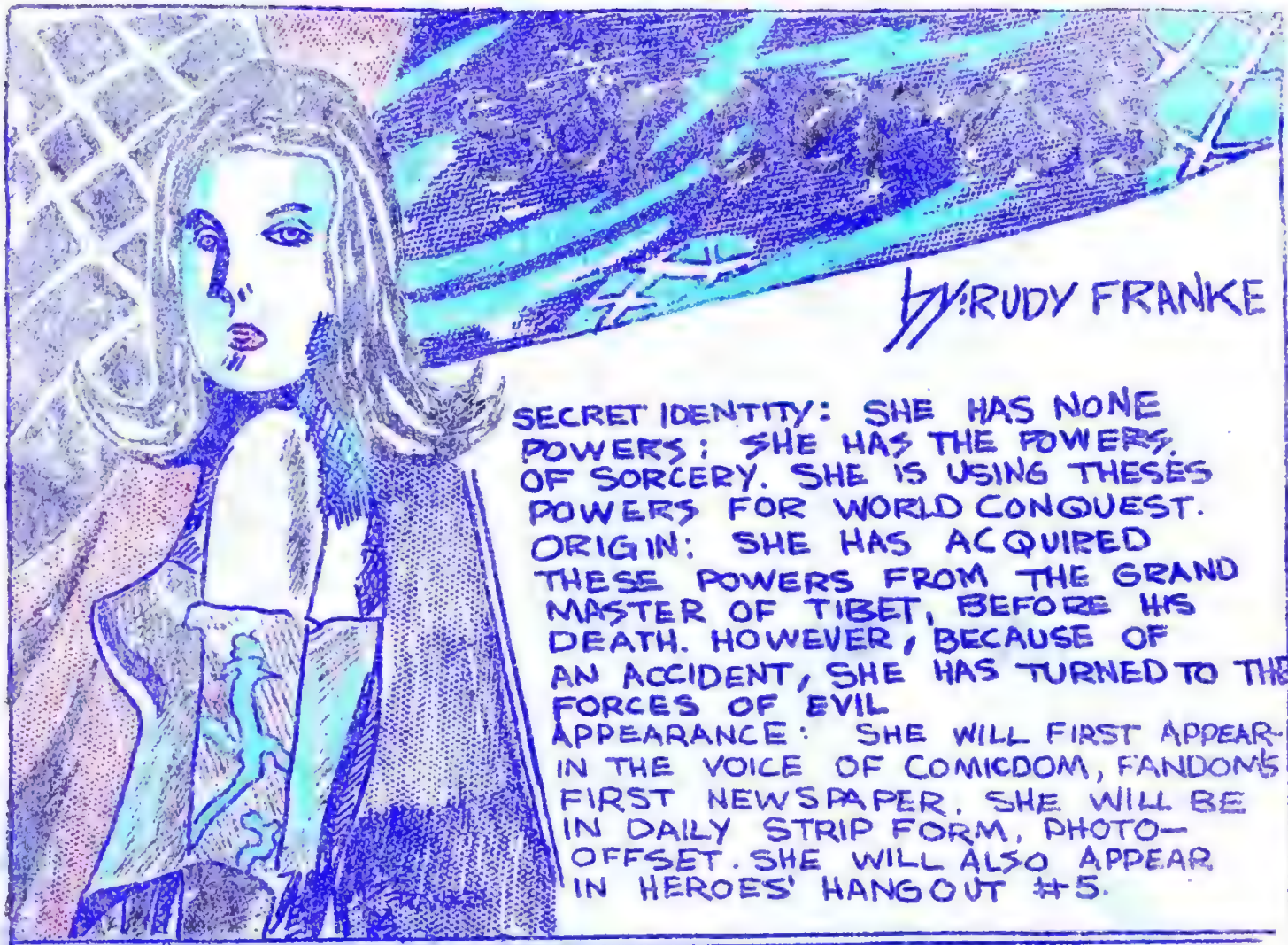
by: RUDY FRANKE

SECRET IDENTITY: NONE, AS YET.
ORIGIN: SHE WAS BORN AN IMMORTAL, DAUGHTER OF MEPHISTOPHELES, AND SHE RECEIVED HER TRAINING DEEP IN AFRICA.
POWERS: SHE HAS THE POWER OF FLIGHT; ALSO, SHE CANNOT BE HARMED BY FLAME.
APPEARANCES: HEROE HANGOUT #4, ALL STARS #1.

THE SERPENT

by RUDY FRANKE

SECRET IDENTITY: SHE HAS NONE AT THE TIME OF THIS PRINTING, BUT SHE WILL IN THE FUTURE.
ORIGIN: SHE HAS BEEN RAISED IN THE JUNGLE AND LEAD TO BELIEVE THAT SHE IS THE FLAME'S SISTER. HOWEVER, THIS IS NOT TRUE.
POWERS: FLIGHT. SHE IS EXTREMELY FAST AND QUITE ACROBATIC. ALSO, SHE IS QUITE CLEVER & ON THE SIDE OF GOOD.
APPEARANCE: H.H. #4



by: RUDY FRANKE

SECRET IDENTITY: SHE HAS NONE
POWERS: SHE HAS THE POWERS OF SORCERY. SHE IS USING THESES POWERS FOR WORLD CONQUEST.
ORIGIN: SHE HAS ACQUIRED THESE POWERS FROM THE GRAND MASTER OF TIBET, BEFORE HIS DEATH. HOWEVER, BECAUSE OF AN ACCIDENT, SHE HAS TURNED TO THE FORCES OF EVIL
APPEARANCE: SHE WILL FIRST APPEAR IN THE VOICE OF COMICDOM, FANDOM'S FIRST NEWSPAPER. SHE WILL BE IN DAILY STRIP FORM, PHOTO-OFFSET. SHE WILL ALSO APPEAR IN HEROES' HANGOUT #5.

THE CAT

by RUDY FRANKE

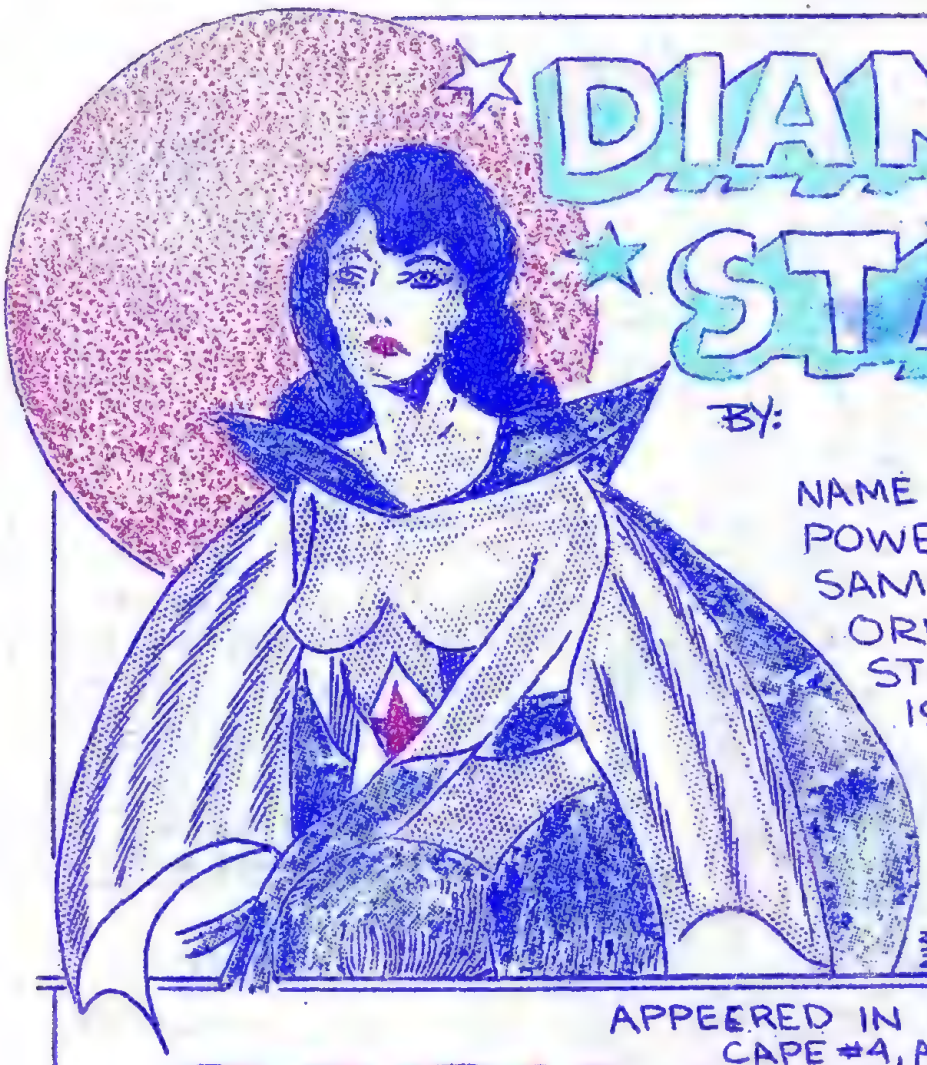
ALL STORIES TAKE PLACE IN THE PAST.
SECRET IDENTITY: JOHNNY BRAND, DETECTIVE

POWERS: HE IS QUITE ACROBATIC AND APPEARS TO HAVE THE QUICKNESS OF A CAT. ALSO, HE IS EXTREMELY LUCKY, AND HE APPEARS TO HAVE THE LIVES OF A CAT.
ORIGIN: JOHNNY DECIDED TO BECOME THE CAT, JUST AFTER GETTING OUT OF COLLEGE & STARTING HIS DETECTIVE AGENCY.
APPERANCE: HEROES' HANGOU #5

RUDY FRANKE 3/2

DIAMOND STAR

BY:



NAME: DIAMOND STAR.
POWERS: THEY ARE THE SAME AS DARK STAR'S.
ORIGIN: SAME AS DARK STAR'S, EXCEPT THAT SHE IS A VILLAIN.
APPERENCE: ACTION HERO #3.

FRANKE

APPEERED IN MASK & CAPE #4, ACTION HERO #3

DARK STAR

BY:

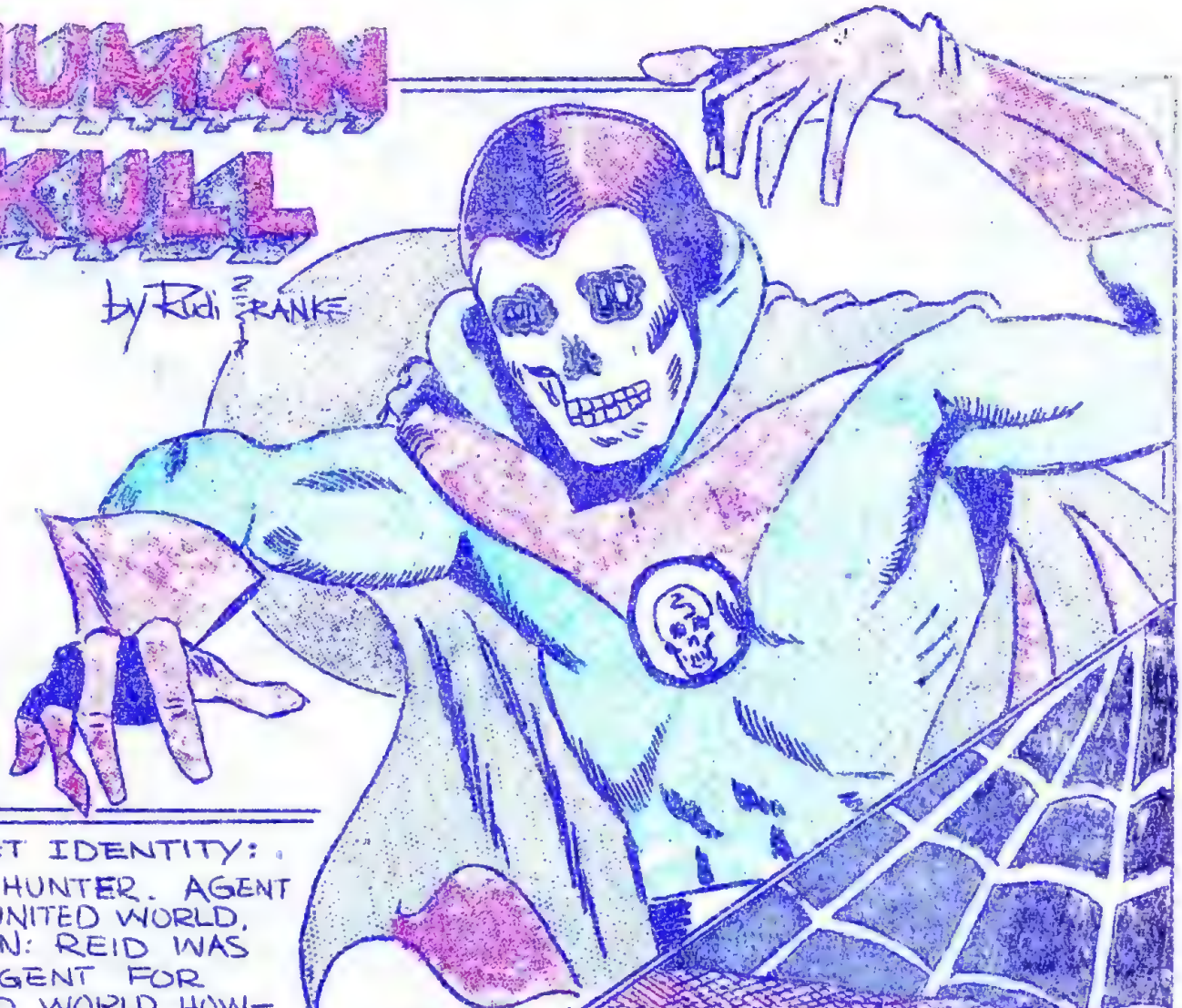
ORIGIN: HIS FATHER, A SCIENTIST, DESIGNED STARLIGHT CONCENTRATION CABINETS. DARK STAR & HIS SISTER TOOK DAILY 1 HR. TREATMENTS FOR 15 YRS. SISTER DIAMOND'S BECAME DEFECTIVE, AFFECTING HER MIND.
POWER: FLIGHT, STRENGTH, CAUSING EXPLOSIONS, ETC.

FRANKE

DR. ENERGY
BY: SHERMAND HOWARD.
NAME: DOCTOR ENERGY
ORIGIN: HE CAME FROM A SUPER-CIVILIZATION IN THE DIM PAST HE ESCAPES TO 1963 & TOOK THE IDENTITY OF DR ENERGY
POWERS: FLIGHT, ELECTRICAL STRENGTH, ETC.
FRANKE APPEARANCE # MEC #3.
The VAMPIRE
BY: SHERMAN HOWARD
NAME: THE VAMPIRE
ORIGIN: CURSED BY A SORCERER, KELLDAR, OF THE 16TH CENTURY, FOUND OUT FOUND A MAGIC INCANTATION THAT CAN CHANGE HIM TO HUMAN FORM.
POWER: CAN BECOME A VAPOR AT WILL.
APPEARED IN JEDDAK #2 #5 AND #6.
FRANKE

The HUMAN SKULL

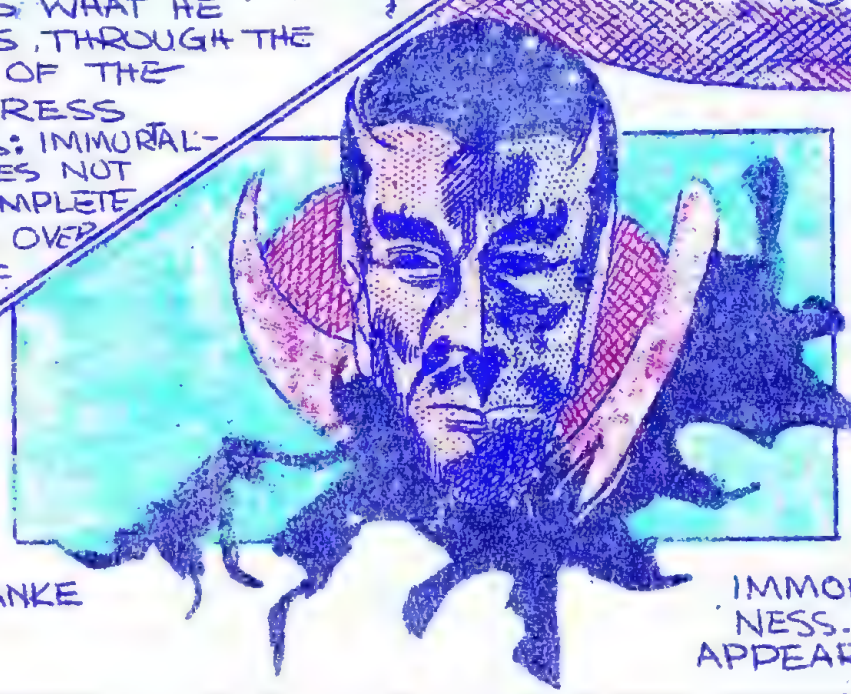
by Rudi FRANKE



SECRET IDENTITY: REID HUNTER. AGENT FOR UNITED WORLD. ORIGIN: REID WAS AN AGENT FOR UNITED WORLD. HOWEVER, HE IS CAPTURED. THE LIVING HUMAN SKULL IS WHAT HE BECOMES, THROUGH THE POWER OF THE SORCERESS POWERS: IMMORTALITY. DOES NOT HAVE COMPLETE CONTROL OVER HIMSELF. APPEARANCES: THE Vof C.

MEPHISTOPHELES

by R.FRANKE

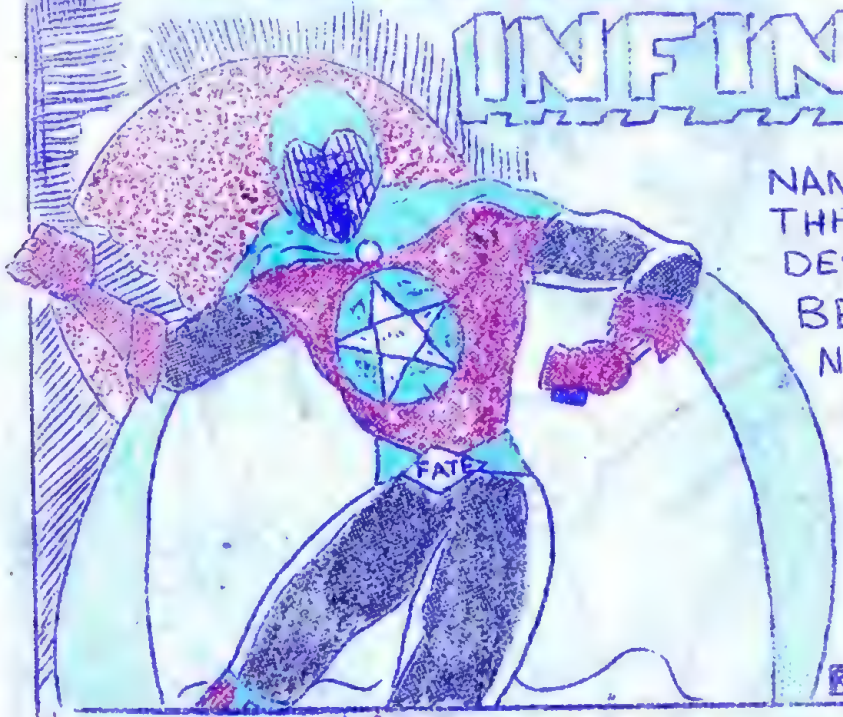


SECRET IDENTITY NONE ORIGIN: HE HAS EXISTED AS LONG AS MAN. VILLAIN POWERS: FLIGHT, HE CAN SEE EVERYWHERE, IMMORTALITY. CRAFTYNESS. APPEARANCES: H.H. #4,5.

The THREE INFINITES

APPEARANCE: THURIA #1

BY: SHERMAND HOWARD



NAME: FATE (ONE OF THE THREE INFINITIES. (DOOM, DESTINY, & FATE. ALL 3 HAD BECOME TRAPPED IN A NETHER WORLD OF ETERNAL GREY MIST. FOUND TREMENDOUS POWERS IN SUB-NORMAL STATE. THEY DONNED COSTUMES TO BECOME THE INFINITIES. POWERS: INVISIBILITY, PASSING THROUGH SOLIDS & SORCERY.

RF

CAPTAIN VICTORY

BY SHERMAND HOWARD

NAME: CAPTAIN VICTOPY. HE HAS A BOY SIDEKICK - NOVA

HE BATTLES INJUSTICE SO THE WORLD OF TOMORROW WILL BE A DECENT PLACE TO LIVE IN.

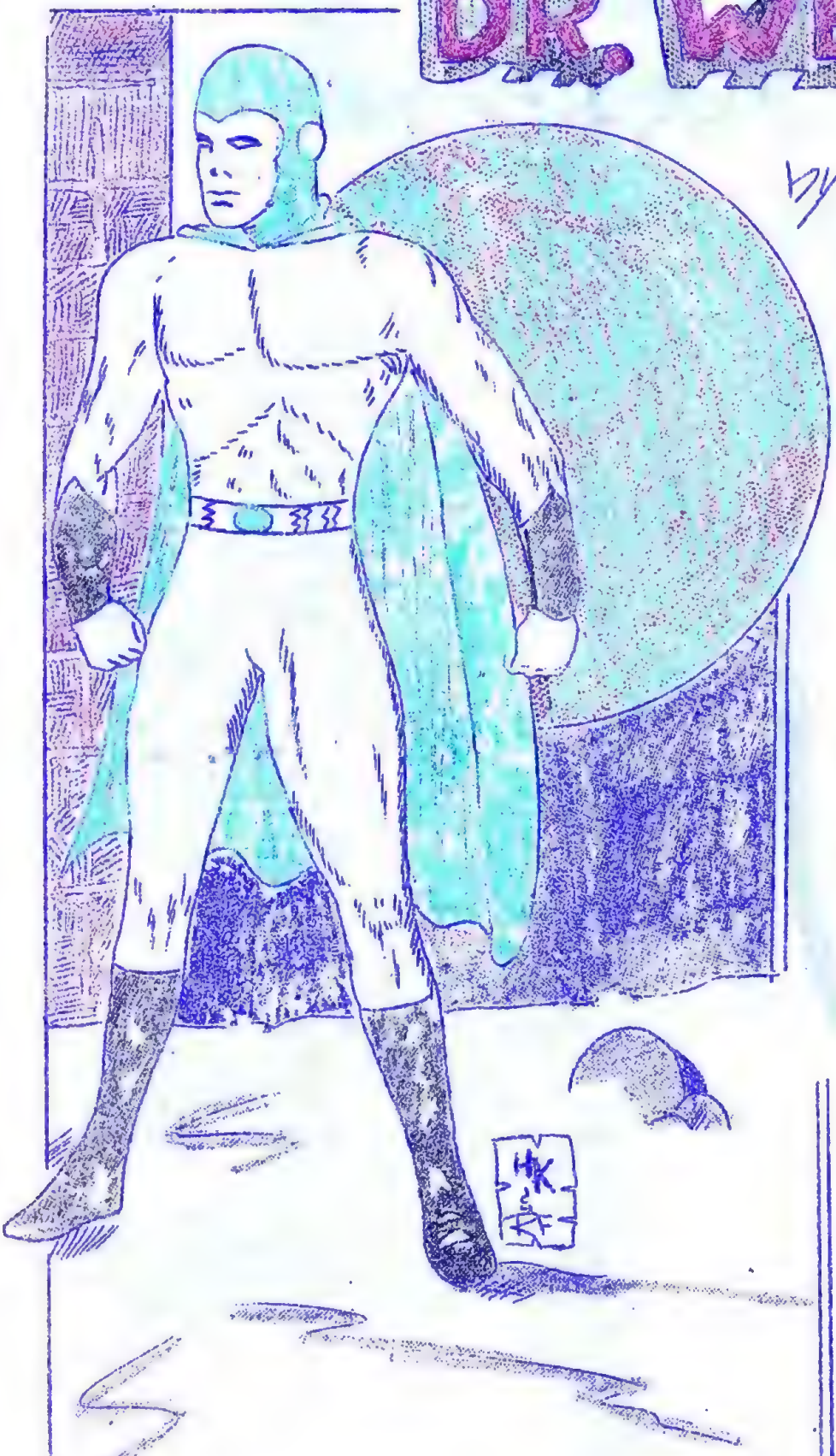
NO POWERS, HE USES SCIENTIFIC GIMMICKS TO AID HIM.

APPEARANCES:
COMIC HOUSE #1.

RF

DR. WEIRD

by: HOWARD KELTNER



SECRET IDENTITY: Dr. Ward.

ORIGIN: Doctor Rex Ward, a time traveller from the year 2013, travelled to the year 1963, where he is killed by thugs, who were robbing a mansion. His spirit tried to pass to it's reward, but found it impossible, and was given powers because of it's abnormal predicaments, to remain on Earth for another 100 years. He became the crime fighter, Dr. Weird and avenged his own death by capturing the thugs.

POWERS: Invisibility, solidity, flying, capable of contacting the supernatural.

APPEARANCES: Star Studded #1, 5.

NOTE: Ronn Foss also did one story of Dr. Weird, for the Star Studded Justice Society.

NOTE: The upper & bottom part of Dr. Weird's costume is yellow.

The BLACK SCORPION

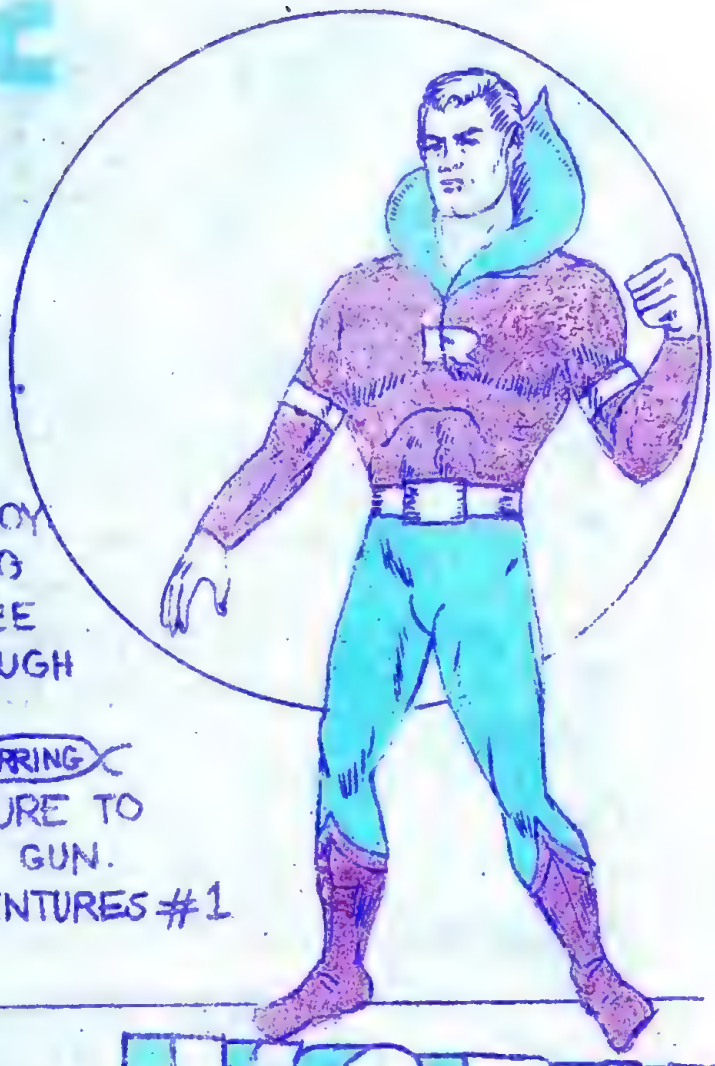
BY RAYMONE MILLER

SECRET IDENTITY: Terry Turner
POWERS: None except for a cape and a needle gun.
ORIGIN: DR. Masters, Archeoligist, discovers the tomb of Dr. Chang, an old Chinese ruler. He takes the mummified body to the U.S.A., where the body comes to life and kidnaps the Dr. Master-'s daughter, Donna. An old man frees her, but dies...she finds out that he was the guardian of the tomb. He gives her a cape, and she becomes the Black Scorpion and stops Dr. Chang. She later changes her name to Terry Turner.
APPEARANCE: Fighting Hero #4& 11.

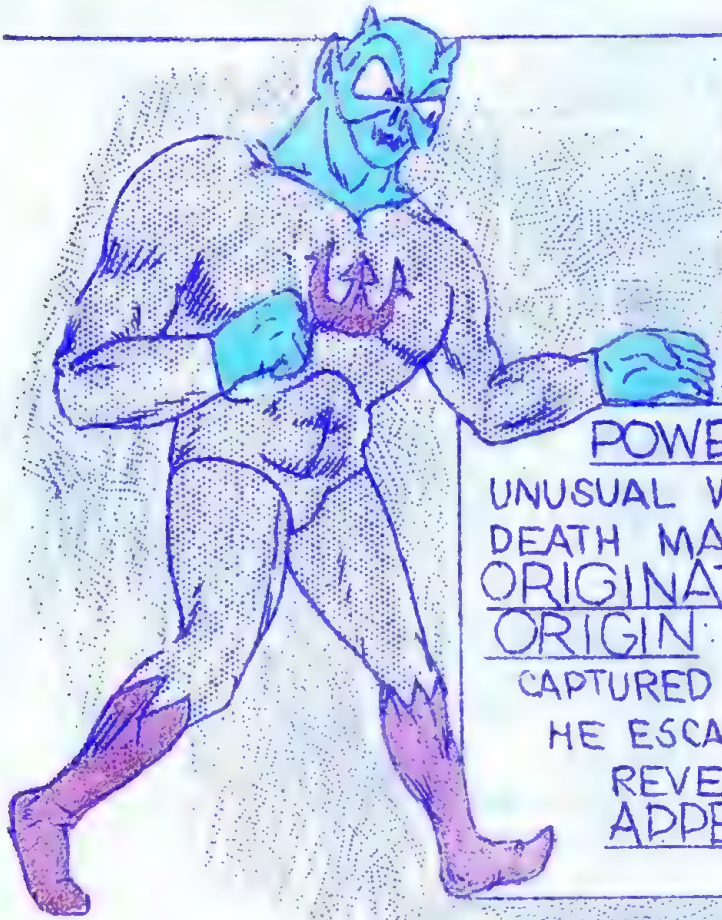
Note: Raymond Millers vision of the Black Scorpion is almost exactly the same as the picture you see on the left. However, the front of her costume comes to a sharp "v", at the neckline, while the picture at the left has a high neckline.

It is also important to note that Raymond Miller did the writting for the stories and that Howard Keltner did the illustrating.

THE COSMIC RAY



POWERS: ABILITY TO EMIT COSMIC RADIATIONS FROM EYES, WHICH CAN EITHER DESTROY PARALIZE OR MAKE ANYTHING DISAPPEAR. THEY ALSO CAN BE USED TO PROPEL HIM THROUGH THE AIR.
ORIGINATED BY: DAVE HERRING
ORIGIN: ACCIDENTAL EXPOSURE TO COSMIC RADIATIONS FROM RAY GUN.
APPEARANCE: SUPER ADVENTURES #1



IKOBAR

POWERS: TREMENDOUS STRENGTH, UNUSUAL WEAPONS - RAY GUN, INSTANT DEATH MACHINE, MISSILES, ETC.
ORIGINATED BY: DAVE HERRING
ORIGIN: BORN ON ANOTHER PLANET. CAPTURED AND CAGED BY HUMANS. WHEN HE ESCAPED HE WAS DETERMINED TO GET REVENGE AGAINST ALL HUMANS.
APPEARANCE: SUPER ADVENTURES #1

Keylar. an

INTER-PLANETARY GUARDIAN

POWERS: SUPERIOR STRENGTH, AGILITY AND INTELLIGENCE, CAN TELEPORT HIMSELF INSTANTLY TO ANY POINT IN THE UNIVERSE, CAN EXIST WITHOUT FOOD, REST OR ANY OTHER HUMAN NEED FOR MANY YEARS

ORIGINATED BY: STEVE HERRING

ORIGIN: MEMBER OF A RACE OF SUPERIOR HUMAN BEINGS WHO KEEP PEACE THROUGHOUT THE UNIVERSE

APPEARANCE: SUPER ADVENTURES #1

MERCURY JONES

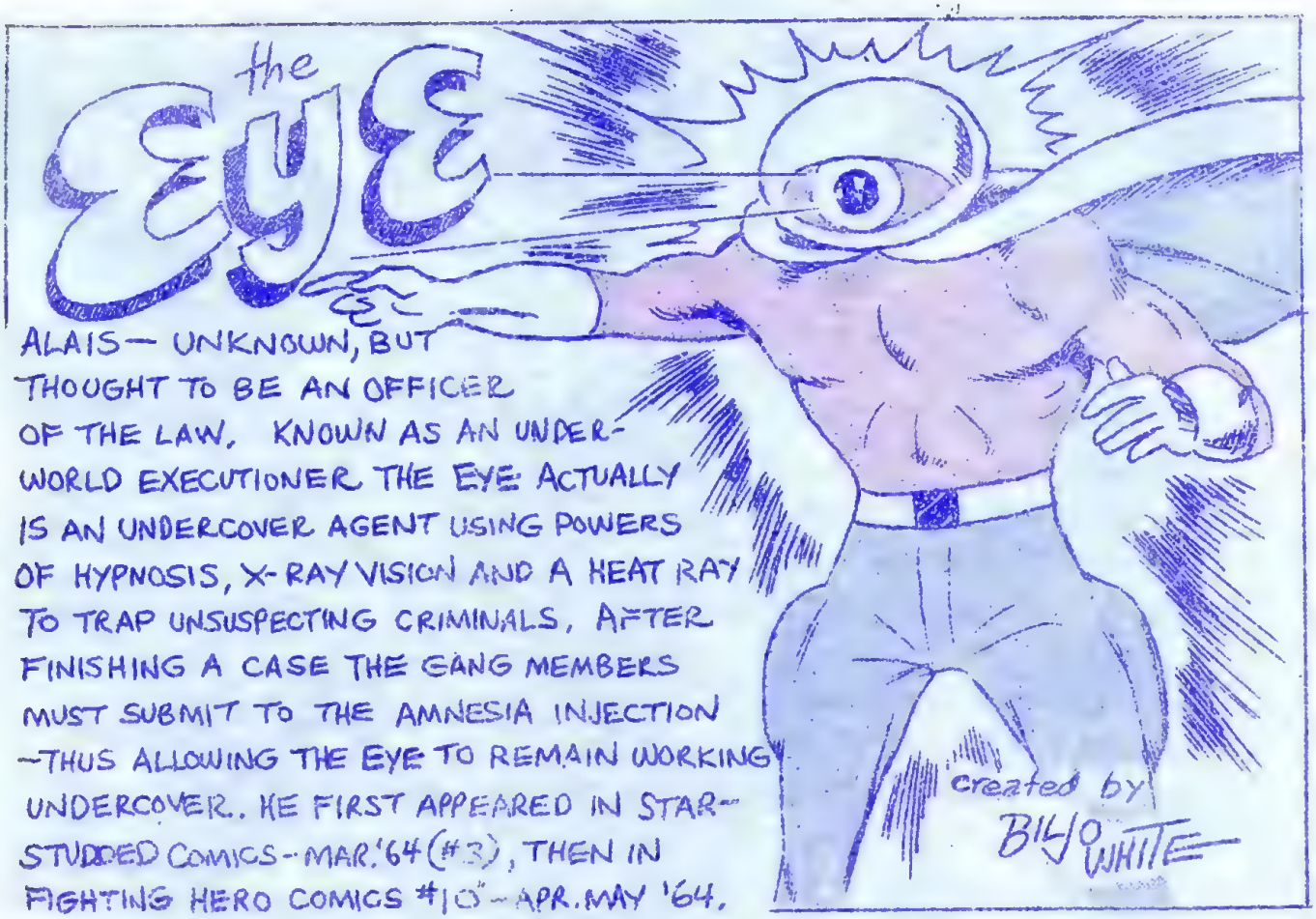
POWERS: EXPERT ROCKET SHIP PILOT, UNUSUAL ROCKET SHIP

ORIGINATED BY: FRANK HERBERT

ORIGIN AS AN INVENTOR HE BUILT HIS OWN ROCKET SHIP, DECIDED TO USE IT TO BATTLE ALIEN CREATURES

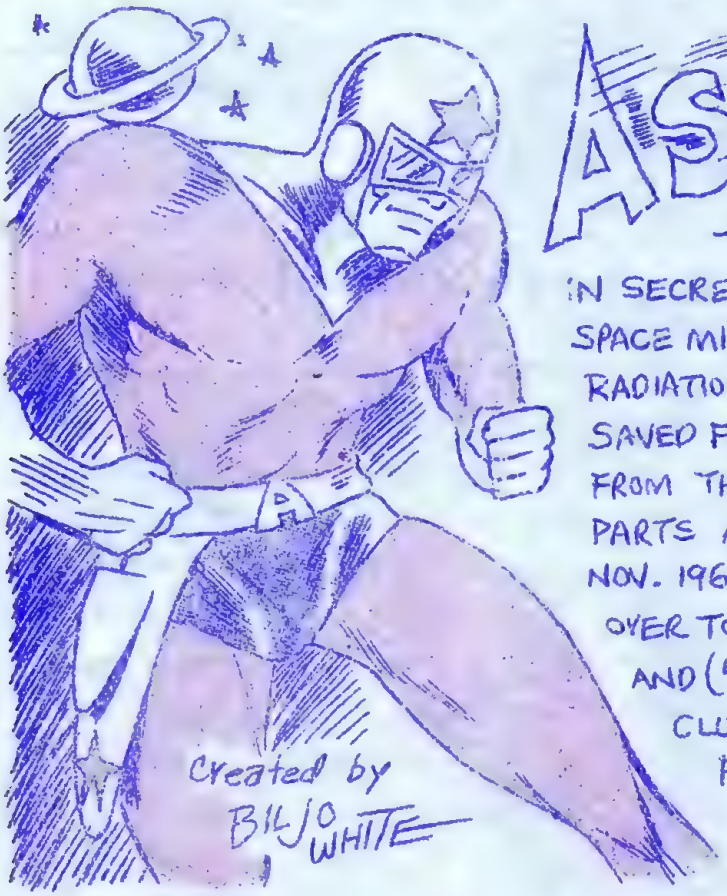
APPEARANCE CDD#1, SUPER ADVENTURES #2

the EYE



ALAIS — UNKNOWN, BUT THOUGHT TO BE AN OFFICER OF THE LAW. KNOWN AS AN UNDER-WORLD EXECUTIONER THE EYE ACTUALLY IS AN UNDERCOVER AGENT USING POWERS OF HYPNOSIS, X-RAY VISION AND A HEAT RAY TO TRAP UNSUSPECTING CRIMINALS. AFTER FINISHING A CASE THE GANG MEMBERS MUST SUBMIT TO THE AMNESIA INJECTION —THUS ALLOWING THE EYE TO REMAIN WORKING UNDERCOVER. HE FIRST APPEARED IN STAR-STUDDED COMICS - MAR. '64 (#3), THEN IN FIGHTING HERO COMICS #10 - APR. MAY '64.

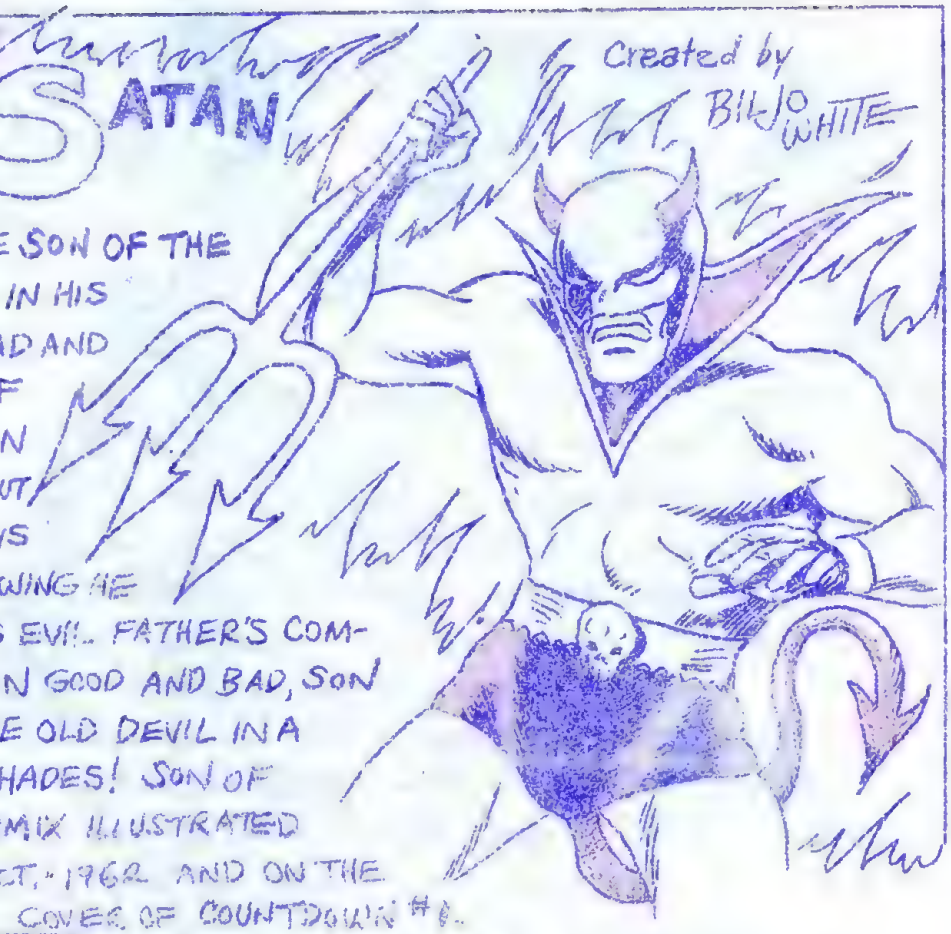
ASTROACE



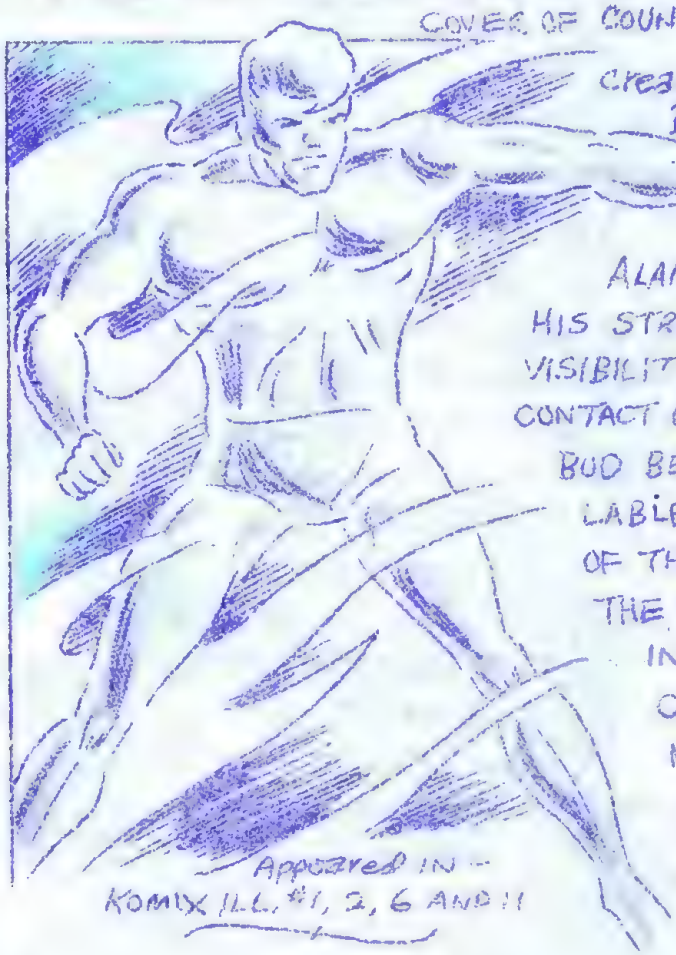
THE MYSTERY ASTRONAUT — TRAINED IN SECRECY FOR THE MOST DANGEROUS OF SPACE MISSIONS. WHILE CHECKING OUT THE RADIATION BELT OVER EARTH, ASTROACE IS SAVED FROM NEAR DEATH BY A WINGED GIRL FROM THE PLANET VEXO. THIS 1ST OF 3 PARTS APPEARED IN KOMIX ILLUSTRATED NOV. 1962 (#4). THEN ASTROACE MOVED OVER TO MASQUERADER (#4) MAR. APR. 1963 AND (#5) MAY-JUNE 1963 FOR THE CONCLUDING CHAPTERS. THIS WAS THE 1ST FAN-CHARACTER TO APPEAR IN TWO DIFFERENT FAN-ZINES.

SON OF SATAN

Created by BILLY WHITE



– ACTUALLY THE SON OF THE DEVIL! A LOST BIBLE IN HIS HOME OF HADES IS READ AND STUDIED BY THE SON OF SATAN AS A BOY. GROWN TO MANHOOD HE SETS OUT INTO THE WORLD WITH HIS MAGIC LANCE – NOT KNOWING HE CAN NEVER ESCAPE HIS EVIL FATHER'S COMMAND! TORN BETWEEN GOOD AND BAD, SON OF SATAN ENGAGES THE OLD DEVIL IN A SHOWDOWN BATTLE IN HADES! SON OF SATAN APPEARED IN KOMIX ILLUSTRATED #2 AND #3... SEPT.-OCT., 1962 AND ON THE COVER OF COUNTDOWN #1.



Created by BILLY WHITE

The FOG

ALAIS – BUD MACOMBER – WHO CONSIDERED HIS STRANGE SUPER-POWER OF FOG-LIKE INVISIBILITY A CURSE! ONCE HE BECAME IN CONTACT WITH ANY TYPE OF FOG ATMOSPHERE BUD BECAME A FOG-MAN FOR 4 UNCONTROLLABLE HOURS. ONLY AFTER A KIDNAPPING OF THE BEAUTIFUL CAROLYN NATHAN DID THE FOG REALIZE THE POTENTIAL OF THIS INVISIBLE POWER. THROWN INTO THE COLD WATERS OF THE ENGLISH CHANNEL NEAR THE WHITE CLIFFS OF DOVER AS A CHILD, BUD MACOMBER DISCOVERED HE WAS A THING OF NATURE... HIS MOTHER THE FOG... HIS FATHER ALL THE OCEANS OF THE WORLD!

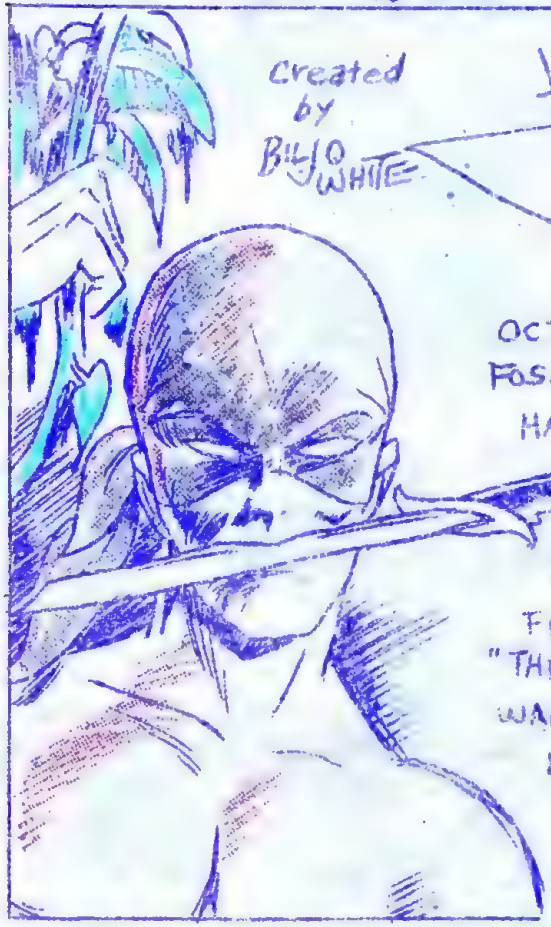
Appeared in – KOMIX ILL. #1, 2, 6 AND 11

the LION

created by BILJO WHITE

ALAIS-TOM TRAVIS, REPORTER FOR THE BOSTON BULLETIN, SET OUT TO BE A SUPER-HERO FOR THE PURPOSE OF SAVING PRESS-MAN JIMMY LAWRENCE'S JOB. JIMMY HAD INSERTED FICTICIOUS STORIES OF A "LION" CRIME-FIGHTING CHARACTER IN THE PAPER JUST FOR FUN. BUT EVEN THOUGH HE WAS A WHIZ IN PRACTICE, TOM (AS THE LION) WAS A TOTAL FAILURE AS A SUPER-HERO!

THE LION APPEARED IN LIMBO-1 (KOMIX ILL. #10) - MAY 1963



created by BILJO WHITE

the BLADE

KOMIX ILLUSTRATED #3 OCT. 1962 PRESENTED "THE BLADE" BY RONN FOSS AND GRASS GREEN. JUST ANOTHER "BLADE" HAD BEEN CREATED BY BILJO WHITE (SEE LEFT) AND THIS CHARACTER IS SCHEDULED FOR AN UP-COMING APPEARANCE IN STAR STUDDED COMICS (AN OFF-SET ISSUE). DISFIGURED BY SAVAGES IN THE AFRICAN JUNGLE "THE BLADE", MASKED TO COVER HIS SCARS, WANDERS FROM TOWN TO TOWN SEEKING HIS LOST IDENTITY. BRAIN INJURY HAS LEFT HIM NEAR INSANE, A LONELY TROUBLED MAN WHO FINALLY FIGHTS HIS WAY WITH BLADE IN HAND TO THE ONE HE LOVES.

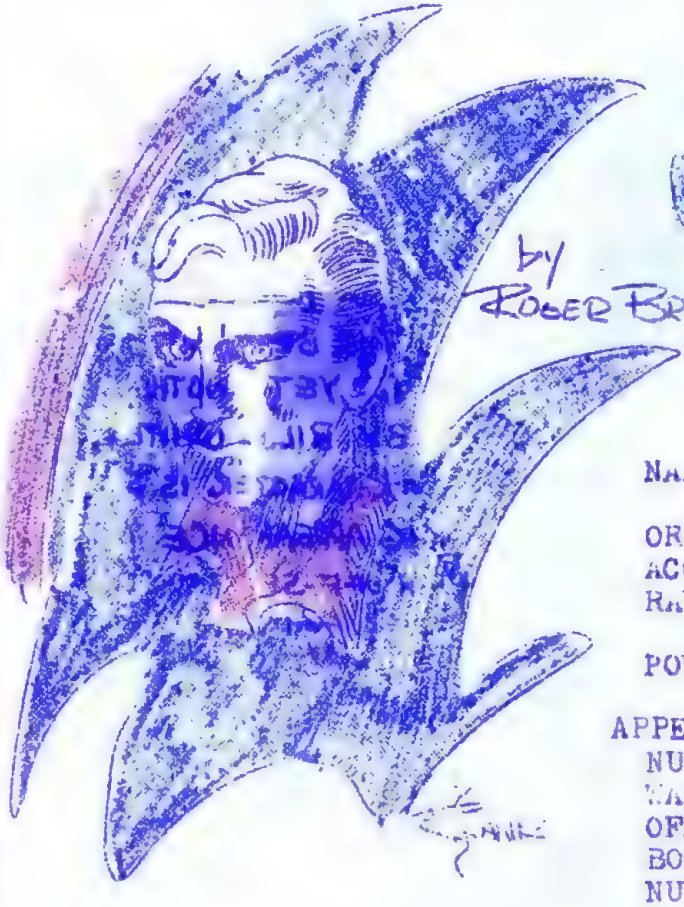
The GREEN SORCERESS

by Roger Brand

NAME: THE GREEN SORCERESS.

ORIGIN: UNKNOWN. HOWEVER, SHE IS REVIVED FROM THE EARLY BLUE BOLT COMICS. THEREFORE, SHE IS REALLY THE CREATION OF A PROFESSIONAL.
POWERS: THEY ARE THAT OF SORCERY.

APPEARANCE: SHE WILL APPEAR IN ALL STARS. A PHOTO-OFFSET ZINE THAT SHOULD BE OUT BY THE END OF OCT.



JOHN ORSON

by ROGER BRAND

NAME: JOHN ORSON.

ORIGIN: JOHN RECEIVED HIS POWER BY ACCIDENTLY BE STRUCK BY AN UNUSUAL RAY.

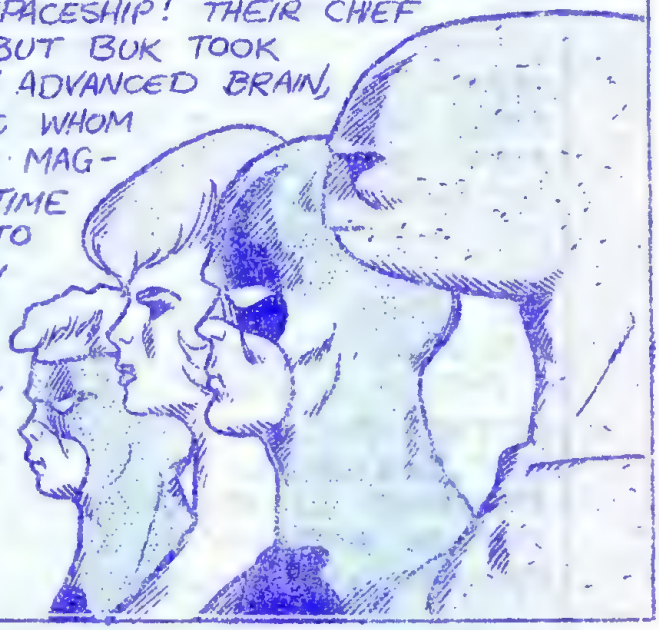
POWER: SUPER INTELLIGENCE.

APPEARANCE: JOHN APPEARED IN ISSUE NUMBER ONE OF HEROES' HANGOUT. HE WAS PUT INTO A SPECIAL 8 PAGE PHOTO OFFSET BOOK, THIS WAS AN EXTRA BONUS FOR THOSE THAT ORDERED ISSUE NUMBER ONE OF HEROES' HANGOUT.

The IMMORTALS

by Bill Dubay

ALTER EGO'S: (FROM LEFT TO RIGHT.) MICKEY (AIRBOY), SHERRY (MISS FORTUNE), BUCK (THE BRAIN), & ROCK, (THE ALIEN)!!!
ORIGIN: A CAVE FAMILY FROM THE EARLY STONEAGE, WHICH RECIEVED STRANGE POWERS, AFTER HAVING BEEN BATHED IN THE RAYS OF AN EXPLODING SPACESHIP! THEIR CHIEF AND FATHER, ADM, WAS KILLED BUT BUK TOOK LEADERSHIP, AND WITH HIS NOW ADVANCED BRAIN, HE CIVILIZED THE OTHER THREE, WHOM RECIEVED POWERS OF DIFFERENT MAGNITUDES! BUK LATER BUILT A TIME MACHINE, AND ALL JOURNEYED TO THE PRESENT YEAR WHERE THEY SETTLED DOWN TO A PEACEFUL LIFE OF AIDING THE GOVERNMENT! THEY RECIEVED ADDITIONAL POWERS WHILE TRAVELING THROUGH THE TIME BARRIOR, THAT OF IMMORTALITY!!!
APPEARANCES: PROSPECTIVE IN FANTASY ILLUSTRATED!!!



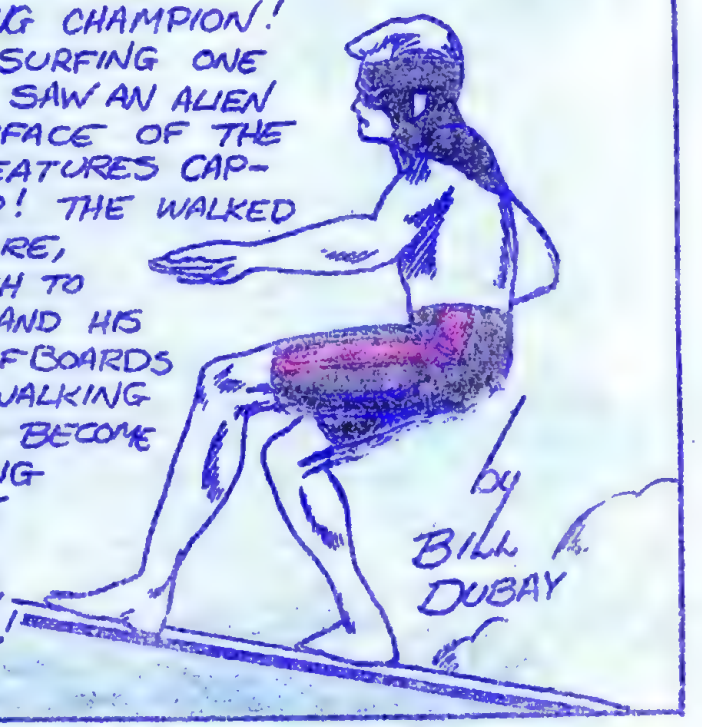
JOKER

by Bill Dubay

ALTER EGO: JOHN RIVERS: FBI AGENT
POWERS: NONE, BUT HE IS CONSTANTLY HAMPERED BY THE POLICE FOR WORKING OUTSIDE OF THE LAW! E.G. CAPTURING CROOKS WITHOUT A LISCENCE, BREAKING AND ENTERING, DISTURBING THE PEACE, AND INDECENT EXPOSURE !!!!!
ORIGIN: IN ORDER TO CAPTURE THE OLD MAID, A MURDEROUS OLD LADY, JOHN IS ASSAIGNED BY THE F.B.I., TO PORTRAY THE PART OF THE JOKER! ONLY THE POLICE COMMISSIONER AMONG WITH JOHN KNOW THIS! BOT STILL, THE COMMISSIONER'S MEN TRY TO CAPTURE HIM, IN HIS JOKER GUISE ~~~ FOR "WORKING OUTSIDE OF THE LAW!!!"

SURFER

SECRET IDENTITY: BOB AVON
POWERS: AN EXCELLENT SURFING CHAMPION!
ORIGIN: WHILE AT THE BEACH SURFING ONE DAY, BOB AND HIS BUDDIES SAW AN ALIEN SPACESHIP LAND ON THE SURFACE OF THE OCEAN! THE ALIENS WERE CREATURES CAPABLE OF WALKING ON WATER! THE WALKED FROM THEIR CRAFT TO THE SHORE, SETTING UP WEAPONS IN WHICH TO CONQUER THE EARTH! BOB AND HIS FRIENDS GOT ON THEIR SURFBOARDS AND KO'ED ALL THE WATER WALKING CREATURES! THEY DECIDED TO BECOME A GROUP OF FREEDOM FIGHTING YOUTHS: THE SURFER AND THE HOT DOGGERS!!!
APPEARED IN: FANTASY HERO #3, FANTASY HEROES' HANGOUT #1!
GROUP: INVINCIBLES!



by BILL DUBAY

BLACK GHOST

SECRET IDENTITY: NONE PRESENTED!
POWERS: WALKING THROUGH SOLID OBJECTS, ALLOWING OBJECTS TO PASS THROUGH HIS BODY, SOLIDITY OR MIST, FLYING, TELEPORTATION, INVISIBILITY, AND THE ABILITY TO CALL UPON THE DEAD FOR AID!!!
ORIGIN: NONE YET PRESENTED IN A COMIC FANZINE!
APPEARANCES: FANTASY HERO #3, FANTASY HEROES' HANGOUT #1!
GROUP: INVINCIBLES!!!

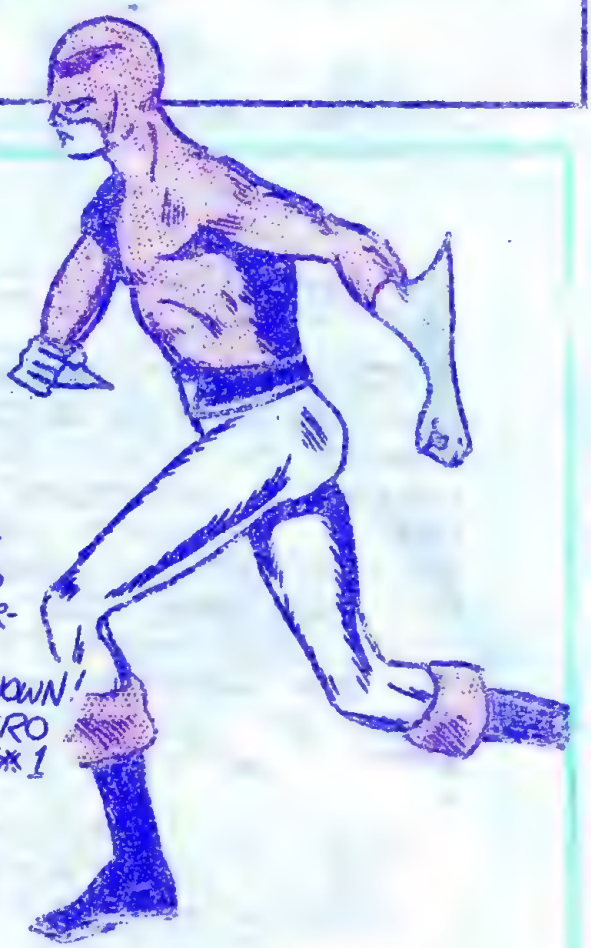
by BILL DUBAY

FLAG

SECRET IDENTITY: NOT AS YET FORECLOSED, BUT SUSPECTED TO BE ONE OF THE MORE PROMINENT FANZINE EDITORS!
POWERS: ABNORMAL SPEED, NOT EXCEEDING 75 MILES PER HOUR!
ORIGIN: BORN WITH SPEED IN RUNNING, CAPABLE OF OVERTAKING A RUNNING AUTOMOBILE !!!
APPEARED IN: FANTASY HERO #3, & FANTASY HEROES' HANGOUT #1!
GROUP: INVINCIBLES!

by BILL DUBAY & MARTY ARBUNICH

DR. LAW

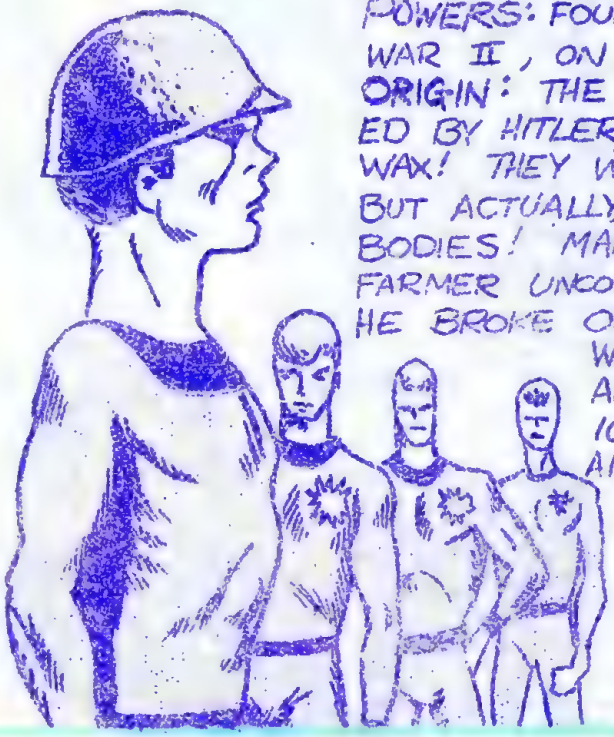


SECRET IDENTITY: TOM KIRBY
POWERS: NONE
ORIGIN: TO STOP HIS WIFE'S NAGGING, HE SETS OUT TO MAKE A NAME FOR HIMSELF AS A FIGHTING COSTUMED HERO! TRYING TO MAKE HIS WIFE PROUD OF HIM..... HE FAILS MISERABLY ON HIS FIRST ADVENTURE! HE DOES NOT EVEN MAKE HIMSELF KNOWN!
APPEARED IN: HERO #4, FANTASY HERO #3, 4, FANTASY HEROES' HANGOUT #1
GROUP: INVINCIBLES!

by BILL & CHIK DUBAY

ORIGINATED BY ALLAN LUCAS

JUNIOR COMMANDOES

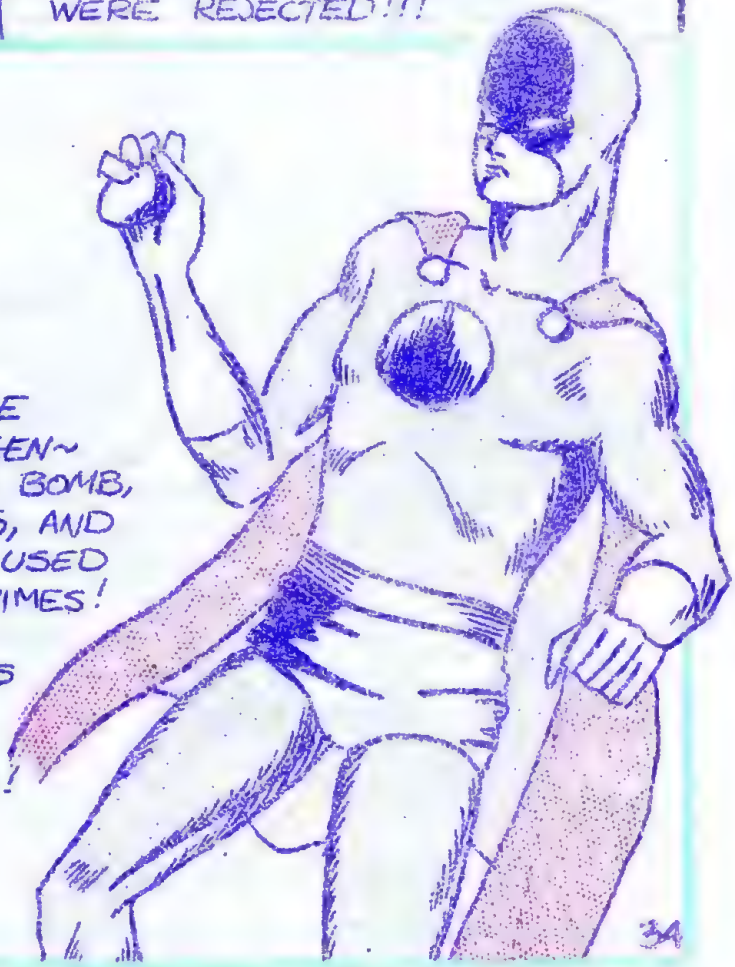


ALTER EGO'S: (FROM LEFT TO RIGHT) CAESAR, CORP. WILL, CHUCK, & NAZI!
POWERS: FOUR FIGHTING LADS DURING WORLD WAR II, ON THE AMERICAN ALLIES SIDE!
ORIGIN: THE JR. COMMANDOES WERE CAPTURED BY HITLER, AND ENCASED WITHIN SOLID WAX! THEY WERE THOUGHT TO BE DEAD, BUT ACTUALLY, THE WAX PRESERVED THEIR BODIES! MANY YEARS LATER, A GERMAN FARMER UNCOVERED THEM ON HIS LAND! HE BROKE OPEN THE WAX, AND THE JR C's WERE REVIVED BY THE FRESH AIR! THEY SOUGHT OUT AN AMERICAN ARMY BASE, AND AGAIN AIDED AMERICA IN IT'S BATTLES!
APPEARED: COMIC CAPERS #2!
GROUP: JUNIOR COMMANDOES!
NOTE: IN 1942, THE JUNIOR COMMANDOES WERE SENT TO KING FEATURES WHERE THEY WERE REJECTED!!!

ROOFTOP

ALIAS: NOT MENTIONED IN ANY STRIP PRESENTED TO DATE!
POWERS: THE ABILITY TO FLY HIGH OVER ROOFTOPS, BY THE USE OF HIS ROOF-ENERGY GENERATOR! WEAPONS: ROOF-TAR BOMB, ROOF-SUN RAYS, ROOF-ROCKS, AND OTHER DANGEROUS DEVICES USED TO HELP ROOFTOP COMMIT CRIMES!
ORIGIN: NONE STATED!
APPEARANCES: HOUSE OF HEROES #1, FANTASY HERO #3,4, HERO #4, FANTASY HEROES' HANGOUT #1!
GROUP: FEARSOME FIVE!!!

by BILL DUBAY

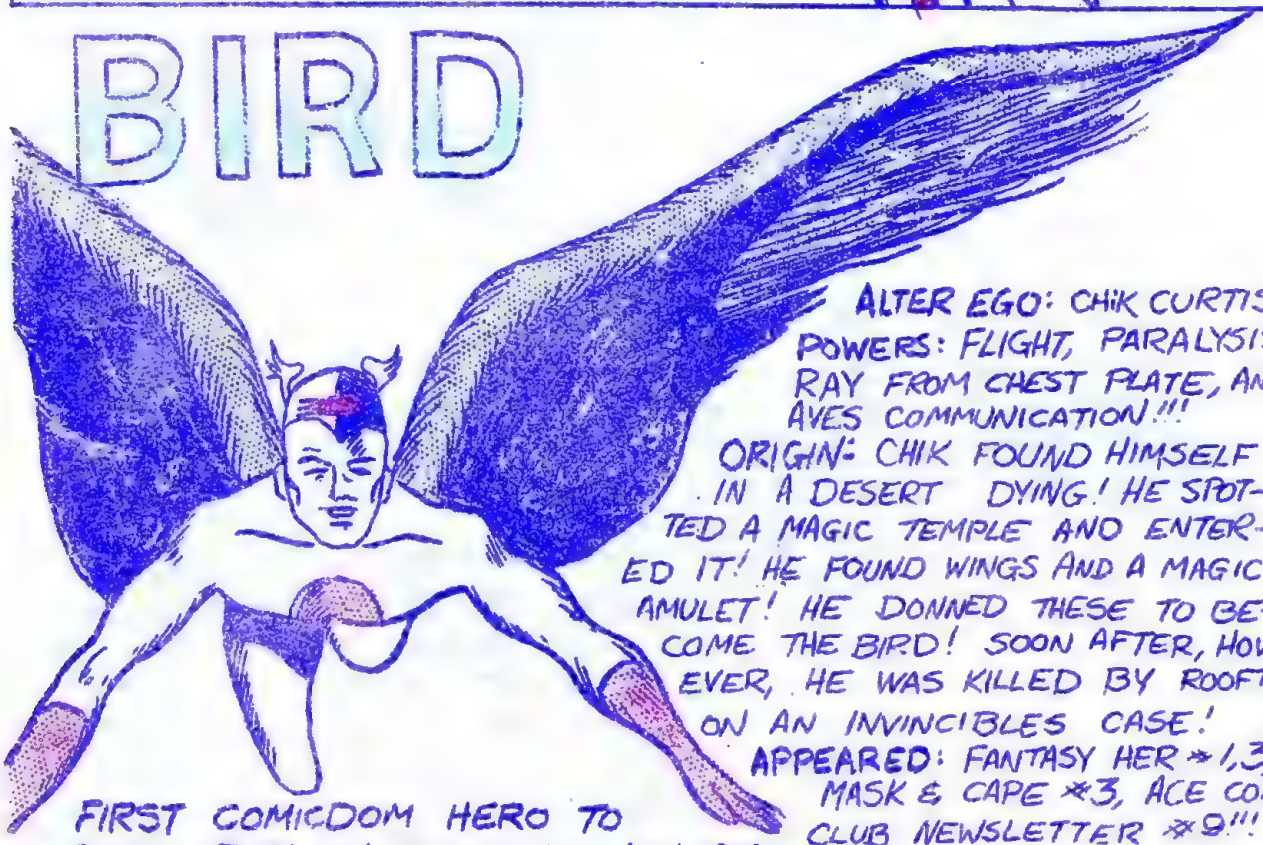


NITE~CRAWLER

by MARTY ARBUNICH & BILL DUBAY

ALTER-EGO: NOT KNOWN! POWERS: AMAZING STRENGTH, UNBELIEVABLE STRENGTH! ORIGIN: HE HAS BEEN REBELIOUS OF THE HUMAN RACE EVER SINCE HIS YOUTH! HIS PARENTS WERE CONVICTS WHO WERE EXECUTED FOR MURDER WHEN THE LAD WAS ONLY TWELVE! HE ESCAPED FROM HIS GUARDIAN IN A STOLEN CAR! THE CAR CRASHED INTO AN ATOMIC POWER PLANT WHICH CAUSED A TREMENDOUS EXPLOSION! SURPRISINGLY ENOUGH THE BOY LIVED THROUGH IT, AND HIS MUSCLE TISSUE INCREASED RAPIDLY! HIS POWERS ONLY FUNCTION IN THE DARK OR AT NIGHT! THE SUN MAKES HIS TISSUES REGULAR SIZE AGAIN! APPEARANCES: FANTASY HERO #1,3, ACTION HERO #2 (TWO STORIES), MASK & CAPE #2, HOUSE OF HEROES' #1 AND FANTASY HEROES' HANGOUT #1! GROUP: FEARSOME 5!

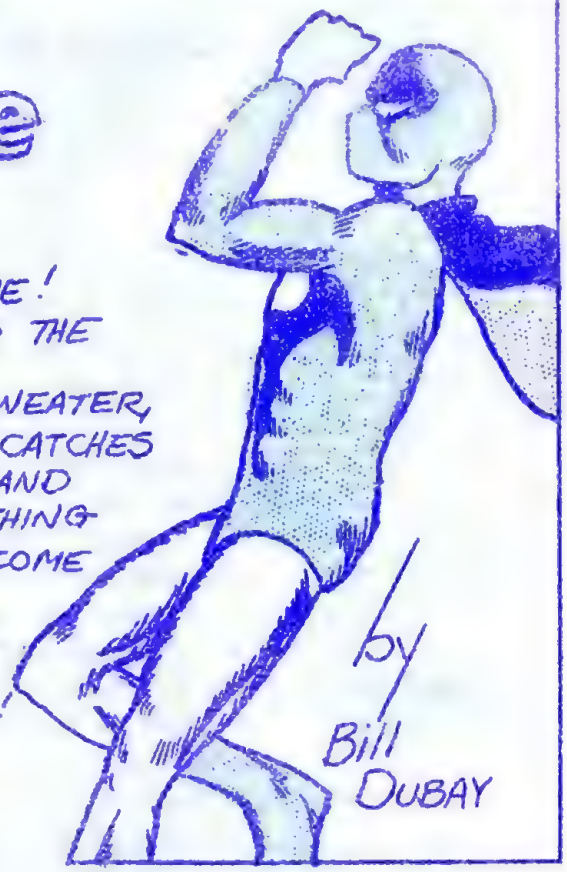
BIRD



ALTER EGO: CHIK CURTIS POWERS: FLIGHT, PARALYSIS RAY FROM CHEST PLATE, AND AVES COMMUNICATION!!! ORIGIN: CHIK FOUND HIMSELF IN A DESERT DYING! HE SPOTTED A MAGIC TEMPLE AND ENTERED IT! HE FOUND WINGS AND A MAGIC AMULET! HE DONNED THESE TO BECOME THE BIRD! SOON AFTER, HOWEVER, HE WAS KILLED BY ROOFTOP ON AN INVINCIBLES CASE! APPEARED: FANTASY HER #1,3, MASK & CAPE #3, ACE COMIC CLUB NEWSLETTER #9!!!

FIRST COMICDOM HERO TO EVER **DIE** IN ACTION ~~ JAN. 1964

Billy De



by Bill Dubay

ALTER EGO: SAME AS HERO NAME!
POWERS: A SWEATER WHICH GIVES THE WEARER ULTIMATE POWERS !!!
ORIGIN: WHILE SHOPPING FOR A SWEATER, BILLY BUYS A BLACK ONE WHICH CATCHES HIS EYE! HE WEARS IT HOME, AND FINDS THAT IT GRANTS HIM ANYTHING HE WISHES! HE DECIDES TO BECOME A SUPER HERO, AND JOIN THE INVINCIBLES!!!
APPEARANCES: FANTASY HERO #1, 2, 3, COMIC CAPER #1, HERO #4! FANTASY HEROES' HANGOUT #1!
GROUP: INVINCIBLES

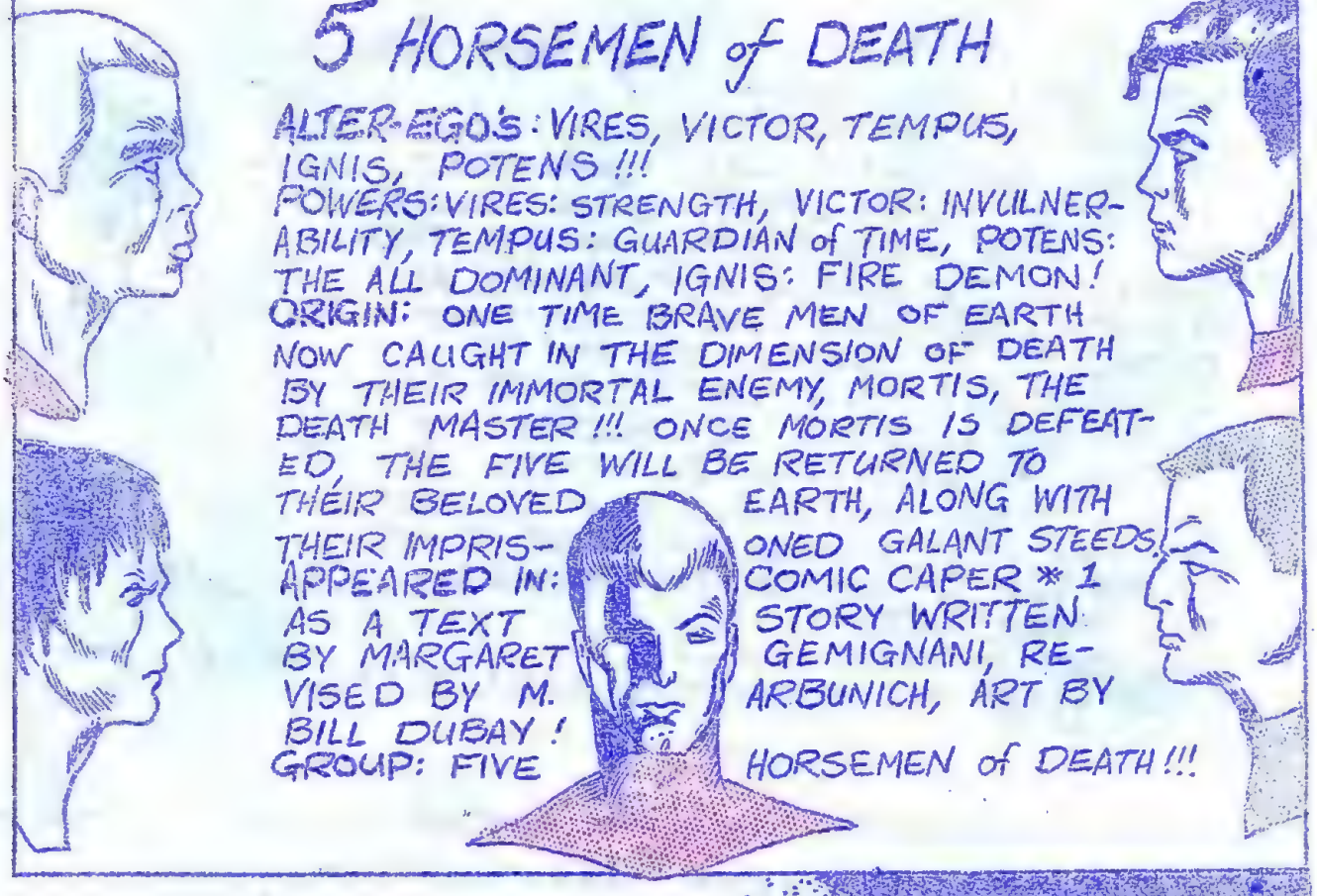
by Bill Dubay

The LIVE-WIRE

ALTER EGO: NOT KNOWN
POWERS: ABILITY OF ELECTRICAL CURRENTS CONTINUALLY FLOWING THROUGH HIS BODY, WHICH ALLOW HIM TO "THROW" ELECTRICITY! HE ALSO "SLIDES" ALONG THE HIGH TENSION POWER LINES, FOR TRAVEL ANYWHERE THROUGHOUT THE CITY!
APPEARANCES: FANTASY HERO #2, 3, FANTASY HEROES' HANGOUT #1, HERO #4! GROUP: INVINCIBLES!

5 HORSEMEN of DEATH

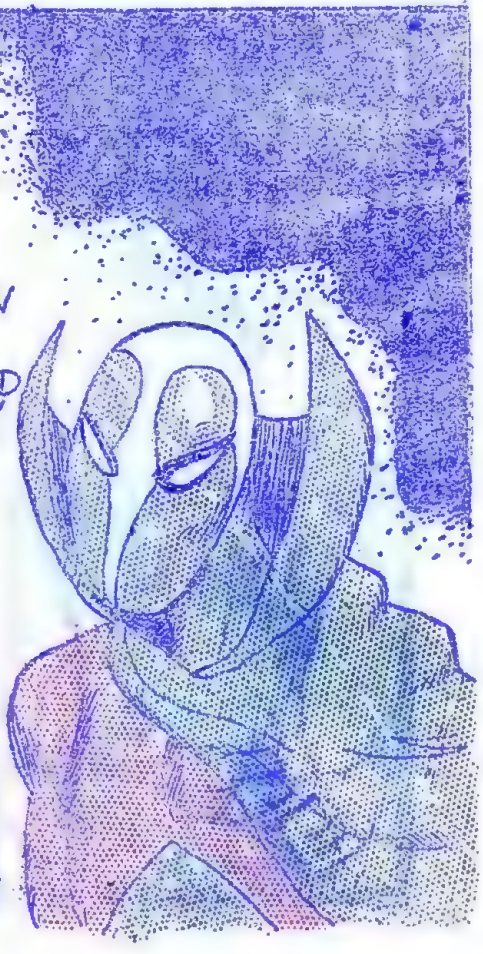
ALTER-EGO's: VIRES, VICTOR, TEMPUS, IGNIS, POTENS !!!
POWERS: VIRES: STRENGTH, VICTOR: INVULNERABILITY, TEMPUS: GUARDIAN of TIME, POTENS: THE ALL DOMINANT, IGNIS: FIRE DEMON!
ORIGIN: ONE TIME BRAVE MEN OF EARTH NOW CAUGHT IN THE DIMENSION OF DEATH BY THEIR IMMORTAL ENEMY, MORTIS, THE DEATH MASTER !!! ONCE MORTIS IS DEFEATED, THE FIVE WILL BE RETURNED TO THEIR BELOVED EARTH, ALONG WITH THEIR IMPRISONED GALANT STEEDS.
APPEARED IN: COMIC CAPER * 1
AS A TEXT STORY WRITTEN BY MARGARET GEMIGNANI, REVISED BY M. ARBUNICH, ART BY BILL DUBAY !
GROUP: FIVE HORSEMEN of DEATH !!!



MORTIS; MASTER of DEATH

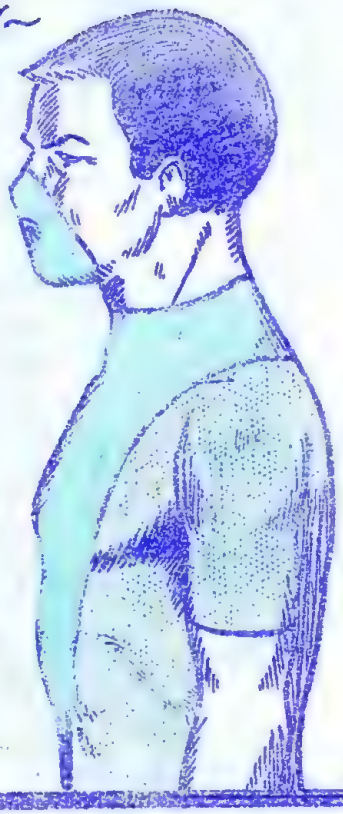
ALTER-EGO: MORTIS; DEATH !!!
POWERS: THE ALL POWERFUL GUARDIAN OF THE DIMENSION of DEATH ! THE CONTROLLING SPIRIT OF THE DECEASED AND THE EVIL MASTER OF ALL DEATH !
ORIGIN: THE IMMORTAL BEING. WHO ALWAYS HAS BEEN IN EXISTENCE AND ALWAYS WILL BE UNTIL HIS DEFEAT BY THE FIVE HORSEMEN of DEATH !!!
APPEARANCES: COMIC CAPER * 1

by MARTY ARBUNICH



The MICRO~GNAT

by MARTY ARBUN~



ALTER EGO: DAVE TRENT
POWERS: CAPABLE OF SHRINKING IN SIZE AT WILL, BECOMING A SMALL, HUMAN~GNAT, CAPABLE OF SUPER STRENGTH, AND FLIGHT!
ORIGIN: WHILE WORKING WITH IMPORTED "GOD~GNATS" OF THE AMAZON, IN A CHEMICAL EXPERIMENT, DR. TRENT WAS ACCIDENTALLY BITTEN BY THE DEADLY INSECTS! HE SURVIVED, BUT FOUND THAT HE COULD DO UNIMANIGABLE THINGS! HE COULD SHRINK IN SIZE, FLY, YET STILL BE CAPABLE OF DOING HUMAN ACTS ALSO, SUCH AS THINKING AND SPEAKING! HE TURNS HIS POWERS TO THE USE OF JUSTICE, AND BECOMES THE MICRO~GNAT!
APPEARED IN: MASK AND CAPE!
GROUP: NONE: BUT PROSPECTIVE INVINCIBLES MEMBER !!!

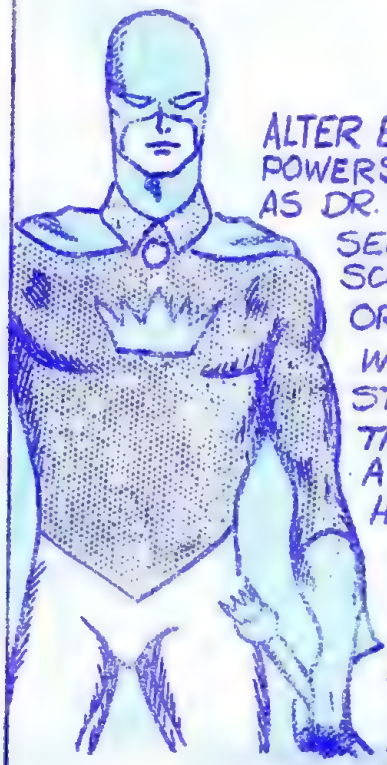
CAPT. MARVELOUS

ALIAS: NO ONE KNOWS YET, BECAUSE THIS VILLAIN HAS NEVER BEEN CAPTURED FOR A LONG ENOUGH PERIOD FOR ANYONE TO FIND OUT HIS REAL IDENTITY!
POWERS: NONE! A TYPICAL INGENIOUS VILLAIN WHO SCARES PEOPLE INTO THINKING HE IS ONE OF THE WORLD'S MIGHTIEST MORTALS!.
ORIGIN: NONE TOLD TO DATE!
APPEARANCES: FANTASY HERO #3, & FANTASY HEROES' HANGOUT #1!!!

by BILL DUBAY

by BILL DUBAY

GREEN SCEPTRE alias DR. SATAN



ALTER EGO: TIM CHRISTAIN
POWERS: MIND OVER MATTER: WHILE AS DR. SATAN, HE IS CAPABLE OF SELF-POWERS! WHILE AS GREEN SCEPTRE, HE NEEDS HIS SCEPTRE!
ORIGIN: WHILE EXPERIMENTING WITH A MIND OVER MATTER SUBSTANCE, THERE WAS AN EXPLOSION! TIM WAKES TO FIND HIMSELF A POWERFUL HUMAN! IN THREE HOURS THE POWERS WORE OFF AND HIS SUBSTANCE BECAME POWERFUL! HE BECAME THE ONLY HERO-VILLAIN, BUT EVERY THREE HOURS HE CHANGES FROM ONE TO THE OTHER!
APPEARED IN: MASK & CAPE #2, FANTASY HERO #3, COMIC CAPER #2, HEROES' HANGOUT #2, AND FANTASY HEROES' HANGOUT #1!!! F.H. #2!!!
GROUPS: INVINCIBLES, VIGILANTEE COMMITTEE~G.S., FEARSOME 5'~D.S.

THUNDERMAN

ALTER EGO: NONE REVEALED!
POWERS: SAME AS LIVE WIRE!
ORIGIN: THUNDERMAN IS THE LIVE WIRE'S EVIL TWIN BROTHER! BOTH RECIEVED THEIR POWERS IN THE SAME MANNER, WHICH HAS NOT YET BEEN RELATED IN A COMIC FANZINE!
APPEARANCES: FANTASY HERO #3, FANTASY HEROES' HANGOUT #1!
GROUP: FEARSOME 5'

by BILL DUBAY

THUNDERBIRD

SECRET IDENTITY: JOHN CARTER
POWERS: SUPER DEVICES, AND THE ABILITY OF SUPER SWIFT FLIGHT!
ORIGIN: COMING FROM ANOTHER PLANET, HE ACCIDENTALLY DISCOVERS EARTH, WHERE HE LANDS, AND JOINS THE CRIME FIGHTING INVINCIBLES GROUP! HIS COSTUME WAS THE CUSTOMARY GARMENTS OF HIS NATIVE PLANET, YABUD! HIS SPEED IS A GIFT BESTOWED UPON ALL LAW OFFICERS OF HIS PLANET!
APPEARED IN: FANTASY HERO #3, FANTASY HEROES' HANGOUT #1 AND MASK & CAPE #3!
GROUP: INVINCIBLES!

by BILL DUBAY

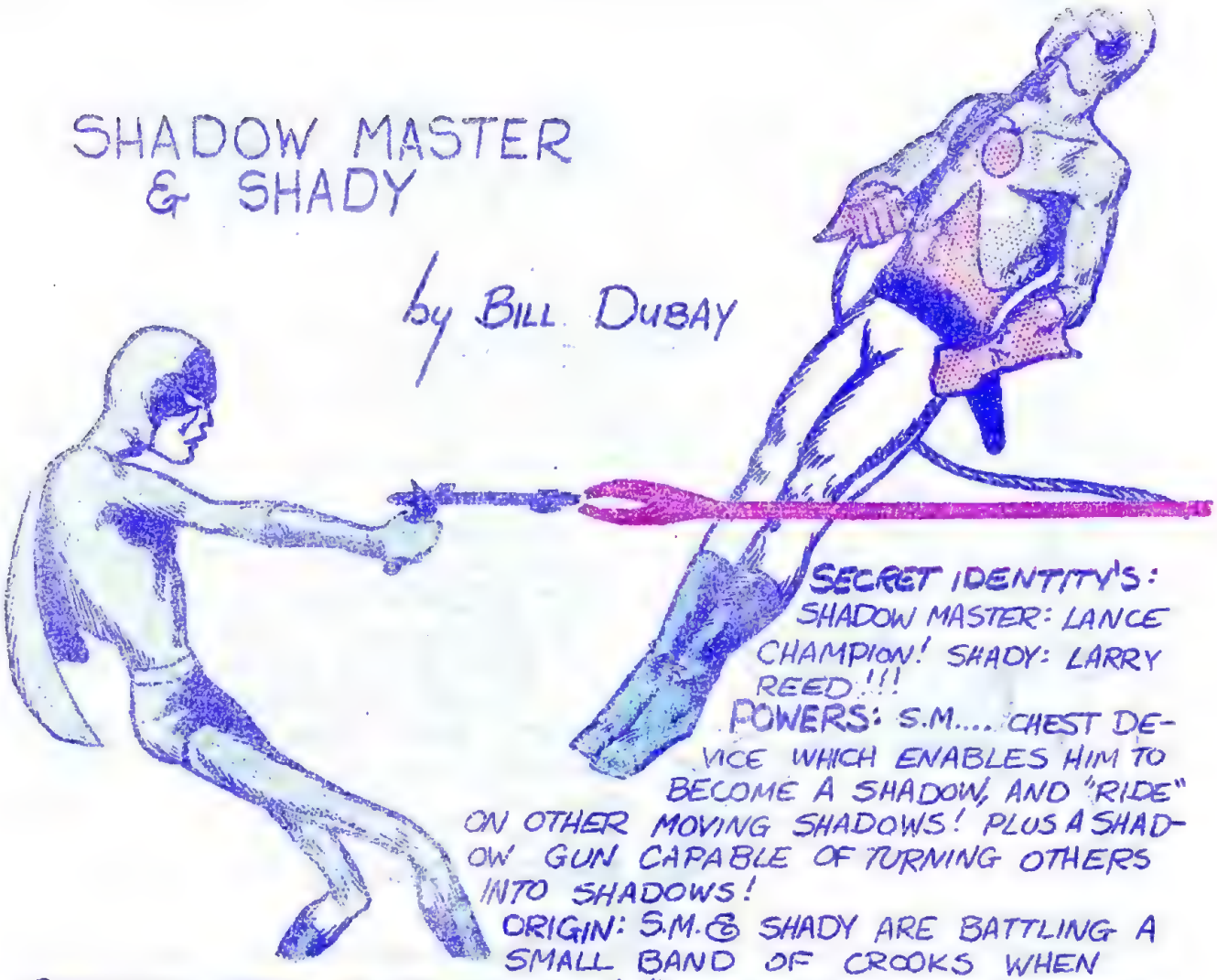
MERCURY II

ALTER-EGO: HAL HARRIS
POWERS: SUPER SWIFT SPEED!
ORIGIN: WHILE PRACTICING FOR AN INTERNATIONAL TRACK MEET, HAL STUMBLES AND HITS HIS HEAD AGAINST THE GROUND! HE REVIVES AND FINDS THAT HIS MIND IS CAPABLE OF ALLOWING HIM TO RUN AT SUPER SPEED!!!
APPEARANCES: ACTION HERO #2, FANTASY HERO #3, FANTASY HEROES' HANGOUT #1!
GROUP: INVINCIBLES

by BILL DUBAY & MARTY ARBUNICH

SHADOW MASTER & SHADY

by BILL DUBAY



SECRET IDENTITY'S: SHADOW MASTER: LANCE CHAMPION! SHADY: LARRY REED!!!
POWERS: S.M.... CHEST DEVICE WHICH ENABLES HIM TO BECOME A SHADOW, AND "RIDE" ON OTHER MOVING SHADOWS! PLUS A SHADOW GUN CAPABLE OF TURNING OTHERS INTO SHADOWS!
ORIGIN: S.M. & SHADY ARE BATTLING A SMALL BAND OF CROOKS WHEN SUDDENLY THERE IS AN EXPLOSION, "CASTING" S.M. INTO ANOTHER WORLD! THERE HE FINDS AND JOINS UP WITH THE INVINCIBLES!
APPEARANCE: FANTASY HEROES' HANGOUT *1! GROUP: INVINCIBLES!

LIBERTY LEADER

ALTER EGO: NONE PRESENTED IN ORIGIN STRIP!
POWERS: NONE; A FIGHTER FOR FREEDOM, AND EQUALITY FOR ALL PEOPLE!
ORIGIN: PRESENTED IN A DR. LAW FEATURE STRIP! NO ORIGIN RELATED, BUT INTRODUCES HIMSELF AND DR. LAW, AND PROVES BOTH CHARACTERS TO BE CAPABLE COSTUMED FREEDOM FIGHTERS!!!
APPEARANCES: FANTASY HERO *4!
GROUP: NONE YET! BUT ASSUMED A LIKELY CANDIDATE FOR THE INVINCIBLES!

by BILL DUBAY *

COMICDOM'S ONLY HERO, REVIVED FROM THE GOLDEN AGE!!!

the GRAY GRASSHOPPER

by ALLAN LUCAS

ALTER-EGO: MARK KELLY: BEN TARGET
POWERS: EXTRORDINARY LEAPING, EXPLOSIVE SPITBALLS, AND GLIDING!
ORIGIN: NEVER TOLD IN THE REGULAR STRIP, BUT THE ORIGINAL ARTIST~WRITER, ALLAN LUCAS IS PREPARING A SPECIAL ORIGIN STORY FOR COMICDOM~~ SOON TO APPEAR!!!
APPEARANCES: REGULAR; San Francisco DAILY BOOZE~HIGH SCHOOL NEWSPAPER, 1938!
REVIVAL APPEARANCES: FANTASY HERO XMAS SPECIAL 1963, FANTASY HERO #3, HEROES' HANG~OUT #2, & FANTASY HEROES' HANG~OUT #1!!!
PRESENT GROUP: INVINCIBLES!

the GRAY GRASSHOPPER

by BILL DUBAY

ALTER-EGO: ED BRYAN
POWERS: POWERFUL LEAP, GLIDING, SWIFT THOUGHT, INSECT SIGHT, HEARING, SPEED AND SENSES!!!
ORIGIN: WHILE EXPLORING A CONDEMNED CASTLE WITH FRIENDS, ED CAME UPON A SCIENTIFIC LABRATORY! HE AND HIS FRIENDS, BILL AND MIKE ENTERED AND DISCOVERED A SERUM WHICH COULD GIVE A MAN EXTRODINARY POWERS, LIKE THOSE OF A GRASSHOPPER, **OR** TURN HIM INTO A GRASSHOPPER~MAN!!! THE BOYS FLIPPED COINS FOR THE CHANCE TO DRINK THE SERUM..... ED WON AND BECAME THE CRIME~FIGHTING, GRAY GRASSHOPPER!
APPEARANCES: FANTASY HERO #2, 3, FANTASY HEROES' HANGOUT #1, HERO #4!
GROUP: LEADER OF THE INVINCIBLES!
NOTE: THIS CHARACTER WAS INTENDED TO BE A DIRECT CREATION FROM THE EARLIER GRAY GRASSHOPPER!!!

COMICDOM'S ONLY HERO, REVIVED FROM THE GOLDEN AGE!!!

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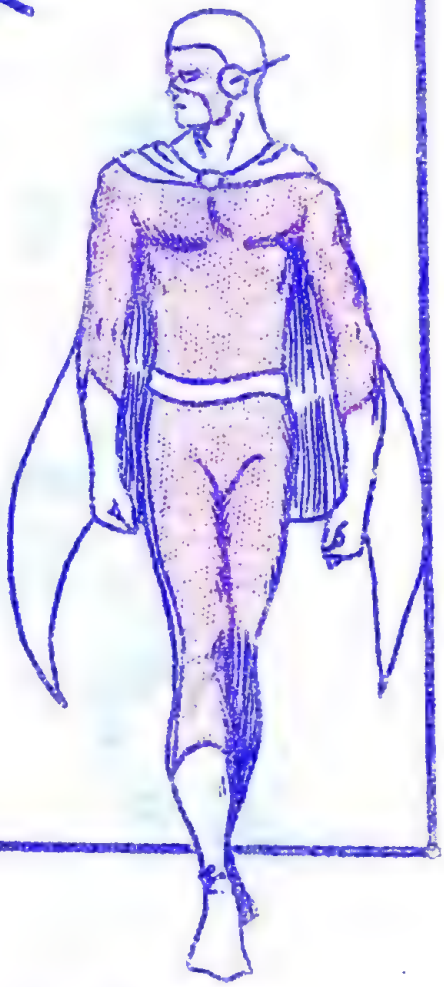
ORIGIN: WHILE EXPLORING A CONDEMNED CASTLE WITH FRIENDS, ED CAME UPON A SCIENTIFIC LABRATORY! HE AND HIS FRIENDS, BILL AND MIKE ENTERED AND DISCOVERED A SERUM WHICH COULD GIVE A MAN EXTRODINARY POWERS, LIKE THOSE OF A GRASSHOPPER, **OR** TURN HIM INTO A GRASSHOPPER~MAN!!! THE BOYS FLIPPED COINS FOR THE CHANCE TO DRINK THE SERUM..... ED WON AND BECAME THE CRIME~FIGHTING, GRAY GRASSHOPPER!
APPEARANCES: FANTASY HERO #2, 3, FANTASY HEROES' HANGOUT #1, HERO #4!
GROUP: LEADER OF THE INVINCIBLES!
NOTE: THIS CHARACTER WAS INTENDED TO BE A DIRECT CREATION FROM THE EARLIER GRAY GRASSHOPPER!!!

The GOLDEN AVENGER



SECRET IDENTITY: JOHN HUDSON
POWERS: MIND OVER MATTER
ORIGIN: A MUTANT, BORN WITH THE POWER OF MIND OVER MATTER, WHICH HIS PARENTS KEPT SECRET! WHEN HIS MOTHER AND FATHER WERE KILLED BY THEIVES IN A SUPER-MARKET HOLDUP, HE BECAME THE GOLDEN AVENGER BY DONNING A COSTUME WHICH HIS MOTHER MADE FOR HIM! HE THEN AVENGED THEIR DEATHS!
APPEARED IN: ACTION HERO #1, 2, FANTASY HERO #3, FANTASY HEROES' HANGOUT #1 & HOUSE OF HEROES #1!

by CHIK DUBAY

JOHN FULMEN

SECRET IDENTITY: NONE, ACTS AS AN OPEN COSTUMED HERO!
POWERS: CONTROL OVER A MAGIC LIGHTNING BOLT WHICH DOES HIS BIDDING!
ORIGIN: IN A LIMBO-LIKE LAND WHERE ALL UNBORN HUMANS EXIST! THE RULERS OF THE LAND GRANTED HIM THE USE OF A MAGIC LIGHTNING BOLT THROUGHOUT HIS STAY ON EARTH!
APPEARANCES: FANTASY HERO #1, 3, FHH #1
GROUP: INVINCIBLES

by BILL DUBAY

VAL VINSTON

by LARRY HERNDON AND BILL DUBAY

IDENTITY: VAL VINSTON; SPACE PILOT OF THE FUTURE EARTH!
ORIGIN: VAL FOUND HIMSELF IN A SPACESHIP FLOATING ENDLESSLY THROUGH SPACE WITH A CREW OF DEAD MEN! HE REMAINED ALONE AND WAS ABOUT TO KILL HIMSELF BEFORE THE SHIPS DOG, DUKE CAME OUT OF HIDING!
SITUATION: THE LONE MAN AND DOG LANDED ON THE PLANET VEGA! THEY HELPED A PEACE LOVING PEOPLE THERE DEFEAT THE DREADED THRALLS!!! VAL AND DUKE SETTLED DOWN ON THE PLANET WITH A PRINCESS IN CONTENT FOR THE REMAINDER OF THEIR LIVES!
APPEARED IN: "LOST STARSHIP" THE LONGEST SINGLE CHARACTER STRIP IN THE HISTORY OF COMICDOM~~~ KOMIX ILLUSTRATED #12!!!

MIASM

by JOHN CHAMBERS

SECRET I.D: LARRY PLANTER - LAB-ASST.
POWERS: ABILITY TO PASS THROUGH SOLID OBJECTS, FLYING AND INSTANT SOLIDITY!
ORIGIN: LARRY WAS HELPING THE PROFESSOR WHOM HE WORKED FOR, TEST A TELAPORTATION DEVICE WHEN A STORM MADE A LIGHTNING BOLT STRIKE THE TELEPORTATION ANTENNAE! THE BOLT PASSED THRU THEIR BODIES WHILE THEY WERE BEING TRANSPORTED! THE PROF'S WEAK HEART COULDN'T TAKE THE JOLT, BUT LARRY SURVIVED AND DERIVED THAT HE COULD TELEPORT HIMSELF ANYWHERE! ALSO AT ANY SPEED HE WISHED, INSTANTANOUS OR OTHERWISE!
APPEARANCES: NONE LISTED FOR THIS MAGAZINE!
GROUP: NONE!

PINK TERROR

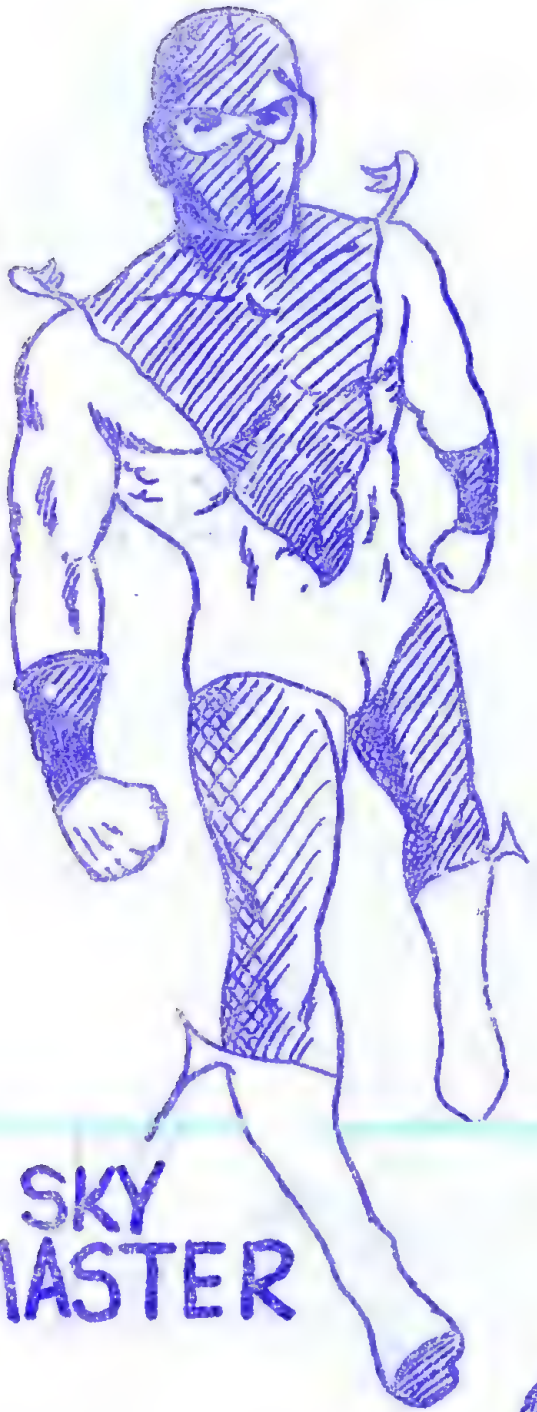
IDENTITY: not told
POWERS: us es her light body and amazing speed.
APPEARANCES: to battle "Dago's Hundred" in REB .
GROUP: Death's Warriors

by KENTE

THRALG

IDENTITY: Thralg
ORIGIN: 9ft. giant from outer space, came to the solar system to study Venus
APPEARANCES: battled with sword and shield in Super Hero#2

KENTE



IDENTITY: Rex Reason, scientist
ORIGIN: Rex developed a helmet which worked in conjunction with his brain emanations which enables him to teleport his body anywhere at will.
APPEARANCES: Komix Illustrated#6, Mask&Cape#1 and Star Studded comics#3

BLUE STREAK

SKY MASTER

IDENTITY: Soviet citizen
POWERS: rocket powered flight
APPEARANCES: Star Studded comics#3

KENTE

THUNDERBIRD

IDENTITY: Roy——
POWERS: with his rocket powered flight and a weapon that fires lightning.
APPEARANCES: Super Hero#2

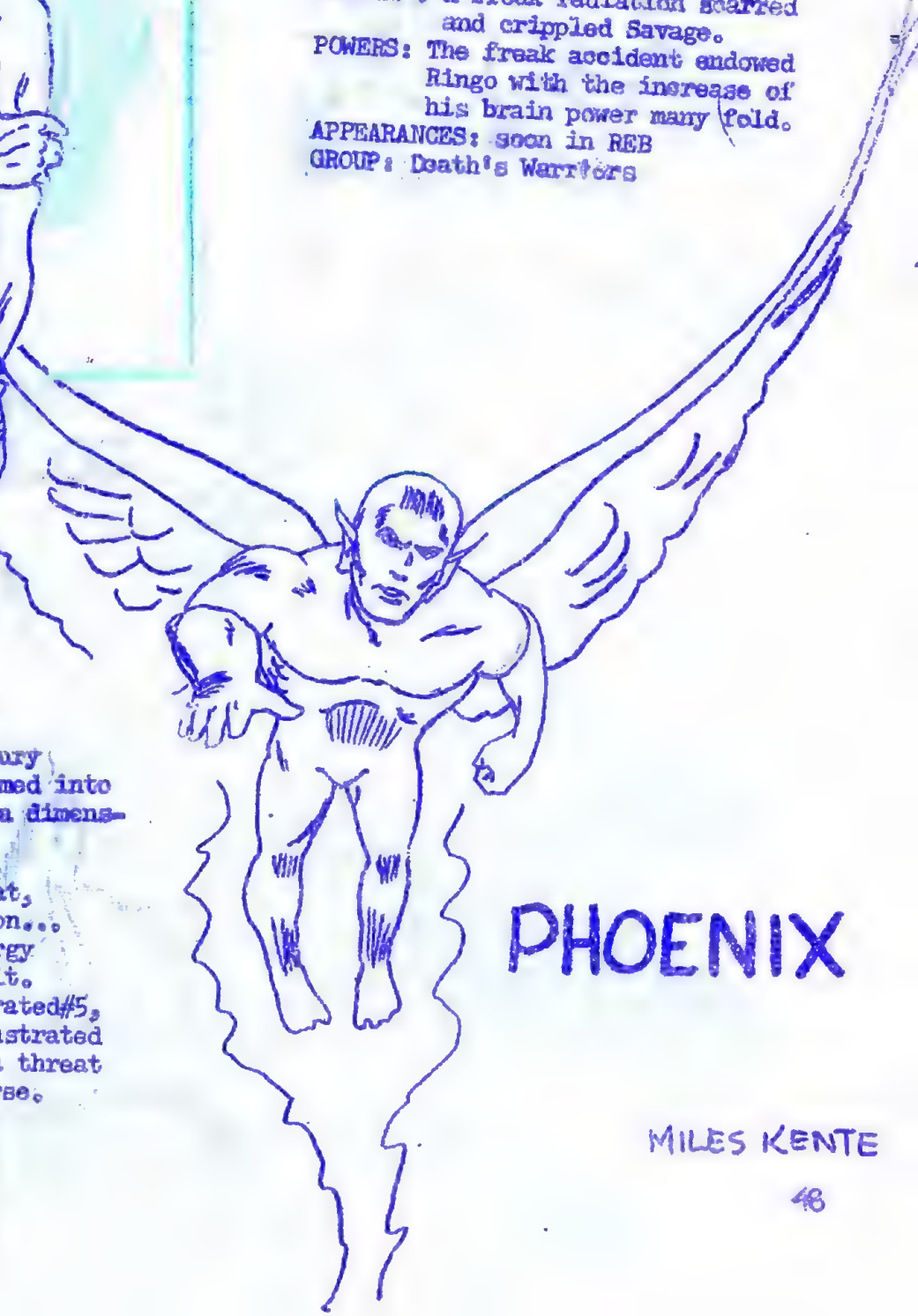
MAN with the GOLDEN EYES

IDENTITY: Lon——
POWERS: has t emendous brain power which he focuses through his golden eyes.
APPEARANCES: In Spotlite#3 he defeated a freak dog with his highly advanced brain power.

MILES KENTE

RINGO SAVAGE

IDENTITY: Ringo Savage
ORIGIN : A freak radiation scarred and crippled Savage.
POWERS: The freak accident endowed Ringo with the increase of his brain power many fold.
APPEARANCES: soon in REB
GROUP: Death's Warriors



PHOENIX

IDENTITY: formerly Steve Fury
ORIGIN: Steve was transformed into Phoenix by DOR-H, a dimensional being.

POWERS: Able to absorb heat, light and radiation... also absorbs energy as well as emits it.
APPEARANCES: Komix Illustrated#5, In Komix Illustrated he overcame a threat tc the universe.

MILES KENTE

SNOW

IDENTITY: Cathy Clay
POWERS: Uses a NMZ(near absolute zero) projector to freeze any opposition she may encounter.
APPEARANCES: appeared in All Blue Streak Stories.

by KENTE

SPIKED SMASHER

IDENTITY: The brother of the Thunderbird
APPEARANCES: Super Hero#2

MILES KENTE

the CLAW

IDENTITY: Tate, truckdriver
POWERS: He has an armband with studs on it. Pressing the various studs, he gains stages of invulnerability. He has enormous strength and has claws that can cut through anything.
APPEARANCES: Komix Illustrated#7, Countdown#1
GROUP: Six For Justice

STINGRAY

IDENTITY: Stingray
POWERS: A rocket belt for flight, a weapon that shoots needles to incapacitate his foes.
APPEARANCES: Komix Illustrated#7
GROUP: Six For Justice

MILES KENTE

TYREX

SECRET IDENTITY: Mark Adams, employee of the State Department

Powers: Through his headpiece, he is able to pick reptiles out of their prehistoric era and control them against his adversaries.

APPEARANCES: Spotlite#3

IDENTITY: Unknown, but encountered the Phoenix in a battle. No other info is known about this alien.

POWERS: a super powered ray gun

APPEARANCES: Komix Illustrated#12

KENTE

GOLDEN LANCE

by KEN TESAR

IDENTITY: Lee Mason
POWERS: is able to focus thought energy to enable himself to fly, use it as a weapon and can even transform it into matter.
APPEARANCES: Komix Illustrated#7 and Countdown#1
GROUP: Six For Justice

SUNDANCE

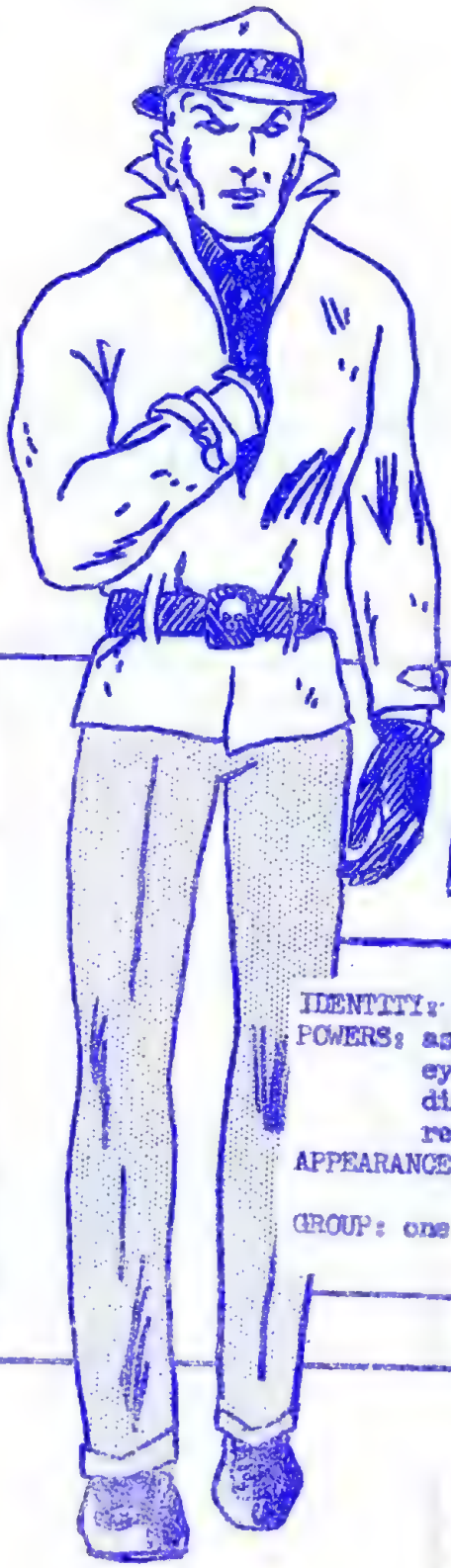
IDENTITY: not told
POWERS: his shield and other various mirrors can reflect as well as emit heat and light rays and radiation.
APPEARANCES: soon in REB
GROUP: member od Death's Warriors

by KEN TESAR

KENTE

MR. DEATH

by KEN TESAR



IDENTITY: not told
POWERS: with an invulnerable rubber-like body and a sure-shot eye plus the quality of leadership.
APPEARANCES: soon in REB
GROUP: member of Death's Warriors

MIRAGE MASTER

IDENTITY: Mike Martin, actor
POWERS: as a master of mirages, his eyepieces enable him to differentiate from what is real and what is not
APPEARANCES: Komix Illustrated #7 and Countdown #1
GROUP: one of the Six for Justice

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KENTE

BLACK LIGHTNING

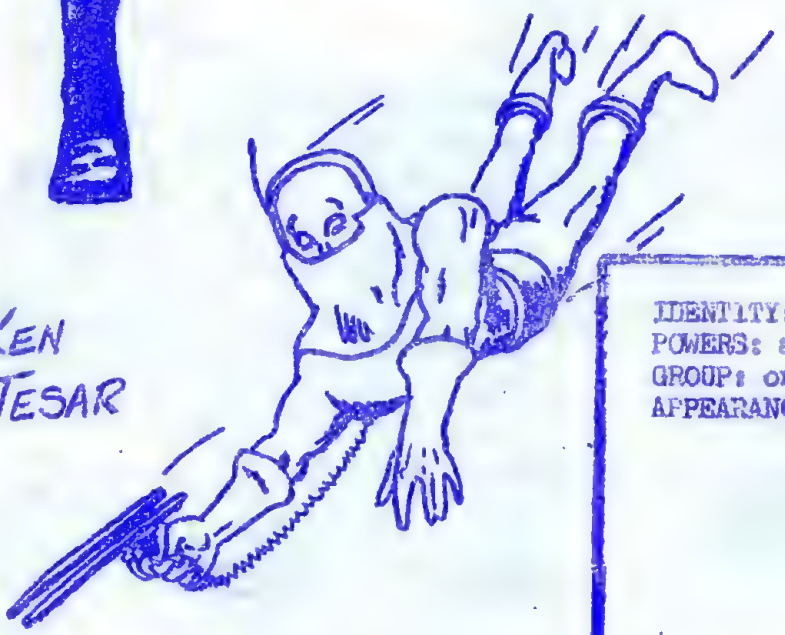
by KEN TESAR

POWERS: can hurl energy bolts from behind his energy protected shield.
APPEARANCES: appeared with his reverse twin, White Lightning in Fighting Hero comics.

KENTE

KANDAR

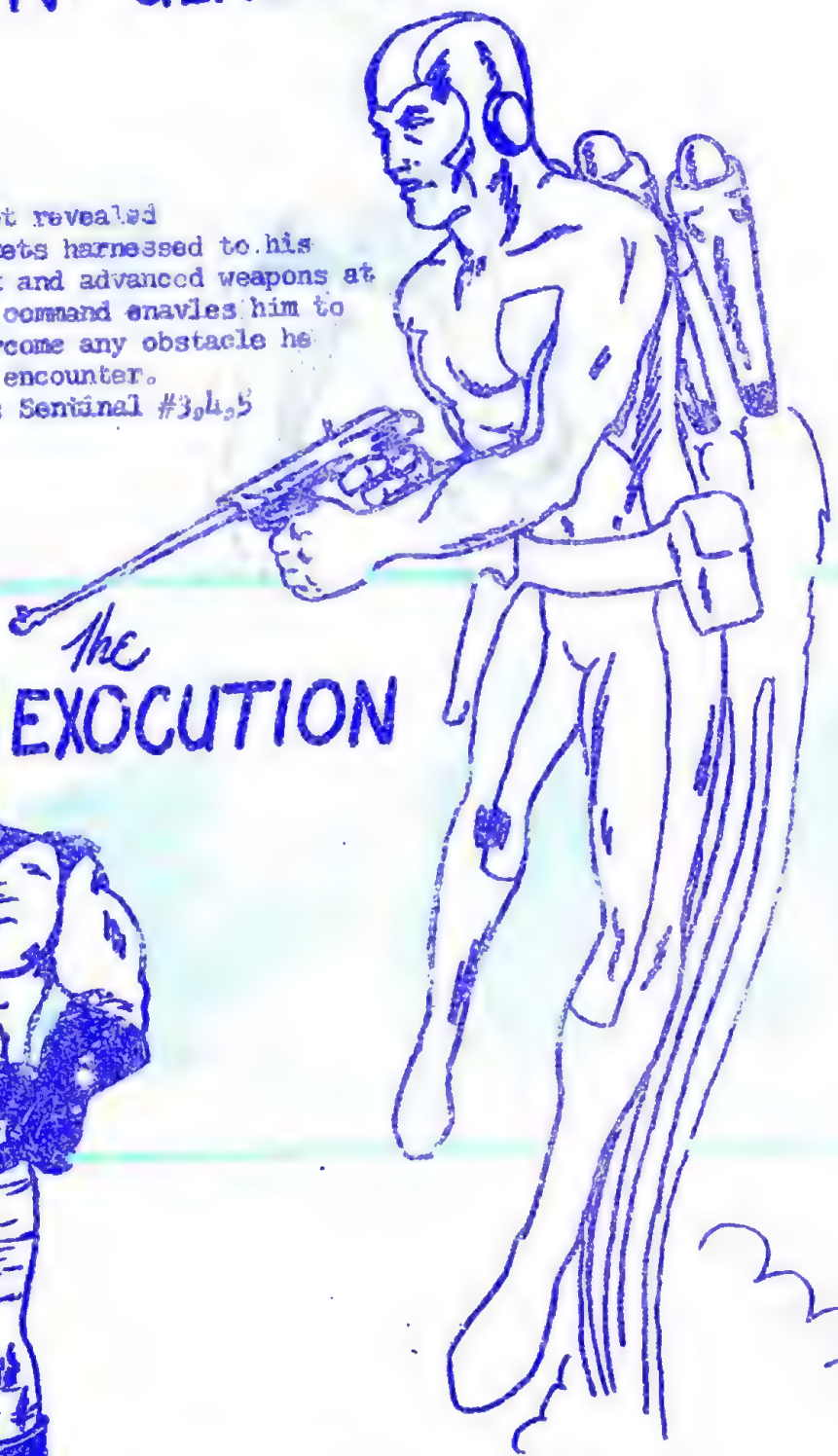
by KEN TESAR



IDENTITY: Spaceman
POWERS: a dual ray-blaster weapon.
GROUP: one of the Six for Justice
APPEARANCES: Komix Illustrated#7 and Countdown#1

GOLDEN GLADIATOR

IDENTITY: not revealed
POWERS: Rockets harnessed to his back and advanced weapons at his command enavles him to overcome any obstacle he may encounter.
APPEARANCES: Sentinal #3,4,5



The EXOCUTION

POWERS: Stout strength, an executioner's ax which can cut through heavy steel.
GROUP: one of Death's Warriors.

KEN

LASH

by KENTE

IDENTITY: Alan Hunter, ranch owner
POWERS: his dual identity utilizes his prowess as a whip expert.
GROUP: Six For Justice
APPEARANCES: Komix Illustrated#7 and Countdown#1

WHITE LIGHTNING

IDENTITY: brother of Bar. Lightning
POWERS: energy bolts and shield.
APPEARANCES: Fighting Hero comics with Black Lightning

CAPT. DANGER

Origin: Not revealed yet
Powers: acrobatic skill for split second action.
(appeared in Brave Adventure #2&3. He's a great patriotic hero of the past.

by CHUCK DEAN

CAPT. NOVA

Origin: Powers obtained from freak atomic accident.
Powers: Flight; resistance to heat and the cold. Able to live for long periods without oxygen.
(appeared in Komix Thrills #1)

by CHUCK DEAN

The SEARCHER

ALTER-EGO: MARTIN GREY
POWERS: CAPABLE TO RECIEVE THOUGHTS AND STRENGTH FROM THE MYSTERIOUS BEING! POWER BEAMS EMINATE FROM HIS EYES!!!
ORIGIN: CHOSEN BY MYSTERIOUS POWER (NOT YET REVEALED) TO HAVE THE GOLDEN MEDAL OF PHYSCHIC POWERS, WHILE ON AN EXPEDITION HIGH IN THE MOUNTAINS! THE GOLD MEDAL IS THE SOURCE OF ALL OF THE SEARCHER'S POWERS!!!
APPEARED IN: BRAVE ADVENTURE #1!
GROUP: NONE!

by CHUCK DEAN

The VIKING

ALTER EGO: NONE REVEALED BY AUTHOR YET!
POWERS: MANY PRESENTED, BUT NONE ARE FULLY FINALIZED!
ORIGIN: A VIKING FROM THAT AGE OF NOBLE FIGHTERS, WHO WAS KEPTED IN SUSPENDED ANIMATION THROUGH THE AGES, UNTIL HE CAME TO OUR PRESENT TIME, WHERE HE WAS RE-LEASED!!!
APPEARED IN: BRAVE ADVENTURE #2
GROUP: NONE!

by CHUCK DEAN

BLACK WIDOW

Origin: One time wrestler strikes at gang-leader for dis-figuring top half of his face so he continues ro wage war on crime.

Powers: None; but agility of a wrestler (Soon to appear in Super Theatre)

by TIM TUTTLE

WARLOCK

by JOHN CHAMBERS

Secret Identity: None

Job: None

Powers: Knowledge of Black Magic. Strange powers, strange weapons and stranger villains.

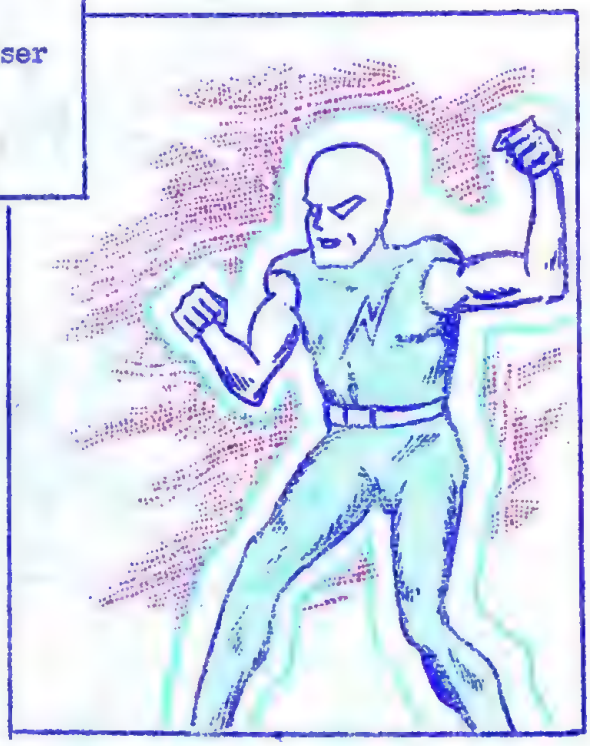
Origin: He is a true warlock. His father was a Warlock before him and his father before him etc... He became discouraged from practicing his black magic on people who are inhabitants of a small village and who stormed his castle and burned all of his belongings. He escaped, however, and he travelled all over the w world in search for a new place for his castle. In the course of his journies, he came to realize that there was no profit in Black Magicing to he turned towards super hero-ing. He came to be very fond of his occupation and liked nothing more than to thwart Satan's followers from committing their evils.

Disadvantages: He can't break through anything made of silver. He can be killed by touching an iron cross.

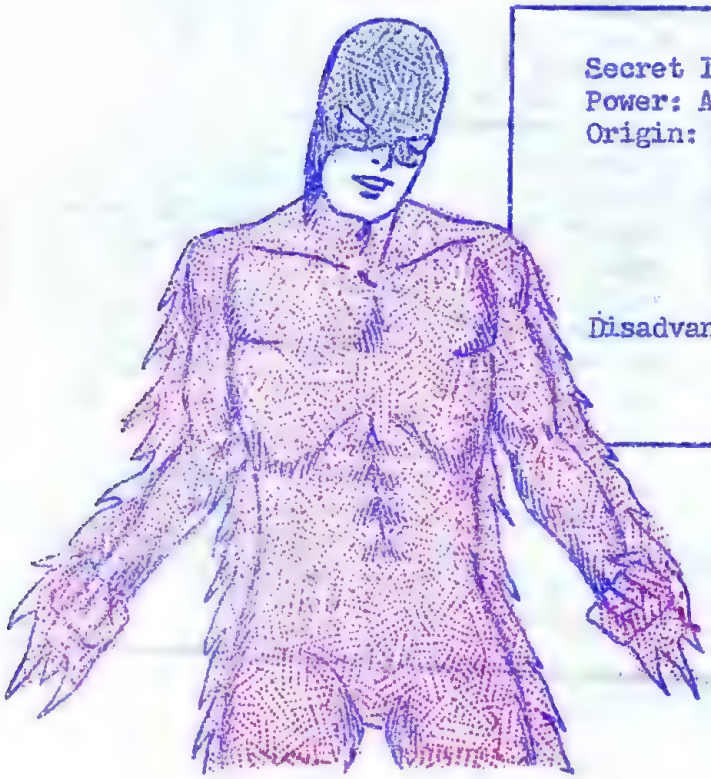
SILVER BOLT

Secret Identity: Jim Daners, Astronomer
Origin: was a witness to a super-nova through a super powerful telescope. He had become a 'sponge' to light. Without light, he can die.
Powers: Ability to give off light. Has a laiser beam(concentrated light) and solid (or semi-solid) light shield.
Disadvantages: weakness to darkness

by JOHN CHAMBERS



FIREBIRD



Secret Identity: Ted Stuart, Physist
Power: Ability to give off heat
Origin: He was exposed to an extremely large amount of radiation. The radioactive isotopes that he was exposed to, had previously been exposed to infra-red radiation. Somehow it gave him the power to give off heat via infra-red rays.
Disadvantages: He can not use his power for long periods of time or in large amount since it would cause him to disintegrate

by JOHN CHAMBERS

DISCUS THROWER

by JOHN CHAMBERS

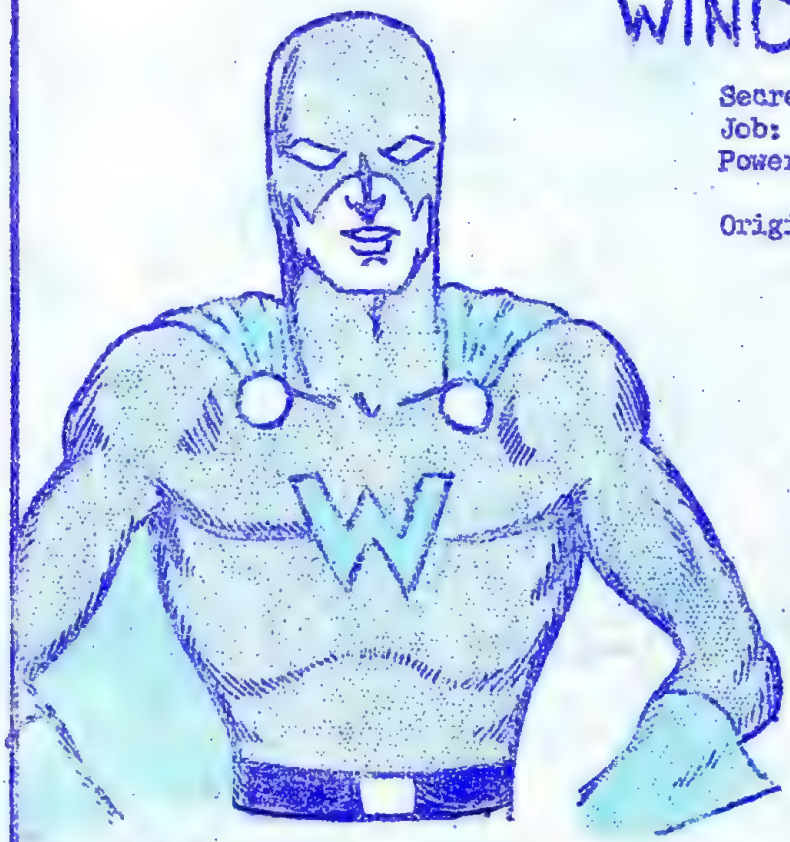
Secret Identity: Ed Anderson, Boxer
Origin: It all started out as a publicity gag—Ed would capture two phoney crooks who had just robbed a grocery store but when Ed went to clobber the crooks they had different ideas and openedfire. Ed leaped into a doorway to escape the bullets and there he met a toy inventor who had just had his latest to invention rejected for being too brutal. Grabbing the weapon and using it against the crooks, he was surprised to learn that it shot little disci and proved quite an effective weapon.
Powers: Titanic muscles and discus gun
Disadvantages: He's rather dumb(punch drunk)

SILVER GUARDIAN

by JOHN CHAMBERS

Secret Identity: Joseph Leis, Draftsman
Origin: He was born on a distant planet and was trained as a soldier. When his mother ship was attacked, he and his comrade were the only one to escape. They travelled until they came to Earth. Upon entering the atmospeher, the ship became disabled and crashed. Only our hero escaped. He put himself in suspended animation to await the coming of his compatriots. His friends were not aware that he had survived, so they did not come. After many years, the cave that he was concealed in, was opened, so he went out to investigate. He soon became aware of the surprising amount of crime in the world and so he dedicated himself to fighting crime.
Disadvantages: Ammonia is an unknown gas upon his planet so when he is exposed to the fumes, he is helpless.
Powers: Flying jets on his boots, ray guns, infra red goggles, radio reciever, oxygen converter, and an extra strong uniform.

WINDSMAN

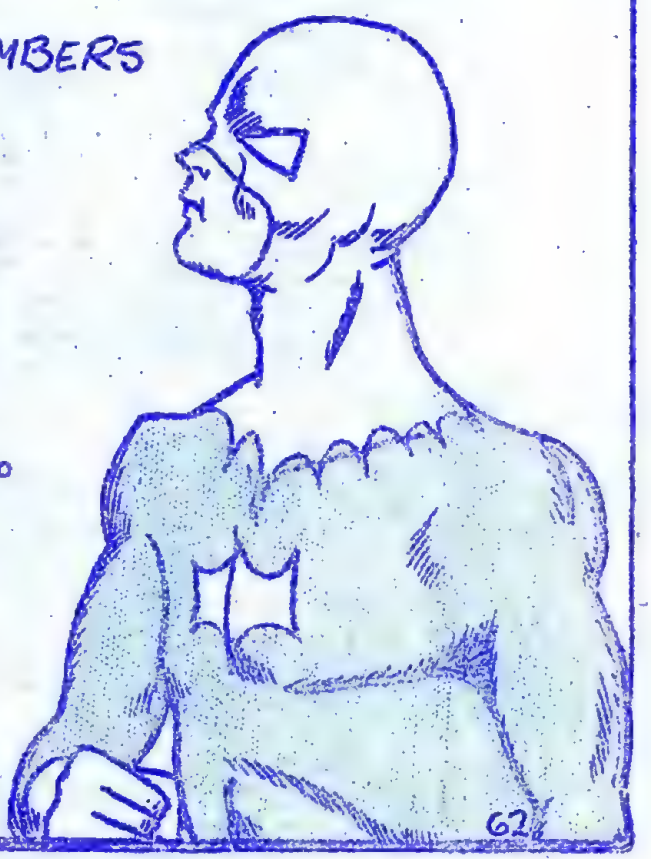


Secret Identity: None
Job: None (other than super-doing)
Powers: Complete control over the four winds.
Origin: Prior to his present occupation of a super hero he was a free lance mountain climber and guide. The call of the wild hit him one day where a friend of his lived. He came upon invitation for a climbing party by his friend, Yatse Wing. They were to climb the treacherous Tibichi Mt. in the Altai Mtn. region near the town of Darby. This mountain which was not exceedingly tall, had never been climbed by anyone in history for some strange reason. Joseph Ross (later alias the Windsman) climbed this mountain and found that it was the home of the wind gods. For his sole bravery he was bestowed with a magic amulet by which he recieves his powers.

BLUE BLAZER

by J. CHAMBERS

Secret identity: Jerry Chandler
Job: Research scientist
Powers: Super fast reflexes
Origin: He was once a researcher who discovered the molecular structure of a meteorite that fell in Ethiopia. During the experiment his arm accidently brushed against the meteorite. The sweat upon his arm acted as a catalyst upon the meteorite and a few minutes later it disintegrated into a flare of blue radiation. From this radiation he acquired his super reflexes and also a strange blue starburst on his forehead caused by the radiation going through a microscope that Jerry was using.
Disadvantage: He is always in danger of revealing his identity because of the starburst on his forehead.



SPYMASTER

IDENTITY: "John Smith"y spy for hire
ORIGIN: he was born in Hungary where he learned of tyranny. Between the ages of 10 and 18, he was raised in Italy where he learned the fine art of thievery. He later came to America where he became chief operative for Spys inc.
POWERS: craftiness, stealthfulness and marksmanship
APPEARANCES: none yet

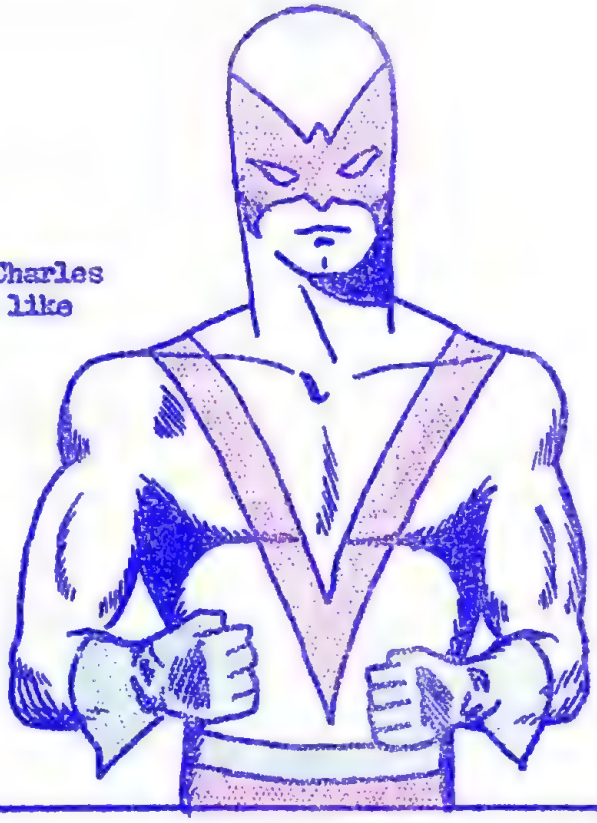
by JOHN CHAMBERS

ACE MERRIEUSE

IDENTITY: "Ace" Merrieuse alias the "BEEF"
MORE INFORMATION: Ace is a Frenchman who is sometimes the companion of Spy Master. He is known as only the Beef---a Russian. pledges loyalty to America---has his ways with girls!!!

by JOHN CHAMBERS

LT. VICTORY



IDENTITY: Charles Williams ,actor/acrobat
ORIGIN: His father drank himself to death so Charles swore he would never end unsuccessful like his drunkard father.
POWERS: indomitable to win and also the strength of an enraged bear
APPEARANCES: none as of yet

by JOHN CHAMBERS

The BLACK CLOAK

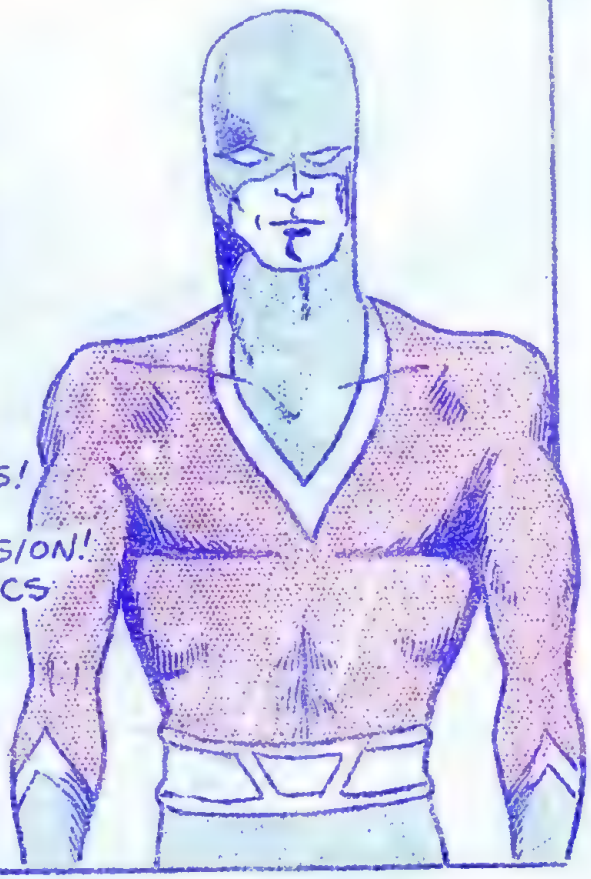
IDENTITY: Bill Wade, private detective
ORIGIN: he is a private detective and whenever an unusual and mysterious case arises, he switches to his identity of the Black Cloak
POWERS: cloak,head-covering, gloves, pants and boots can blend into the shade of darkness like a chameleon
APPEARANCES: none yet but soon

by JOHN CHAMBERS

DEFENDER

ALTER EGO: DISTRICT ATTORNEY CARL REED!
POWERS: SUPER STRENGTH, FLIGHT, ABILITY TO LIVE IN ANY ENVIROMENT, PARTIAL INVULNERABILITY!
ORIGIN: CARL DECIDED TO FIGHT CRIME IN DISGUISE WHEN HE FOUND HE COULDN'T ALWAYS DO SO AS DISTRICT ATTORNEY DUE TO LEGAL LOOPHOLES! HE WAS GIVEN SUPER POWERS BY A SCIENTIST OF ANOTHER DIMENSION!
APPEARANCES: STAR STUDDED COMICS *1,2,4!
GROUP: LIBERTY LEGION!

by LARRY HERNDON

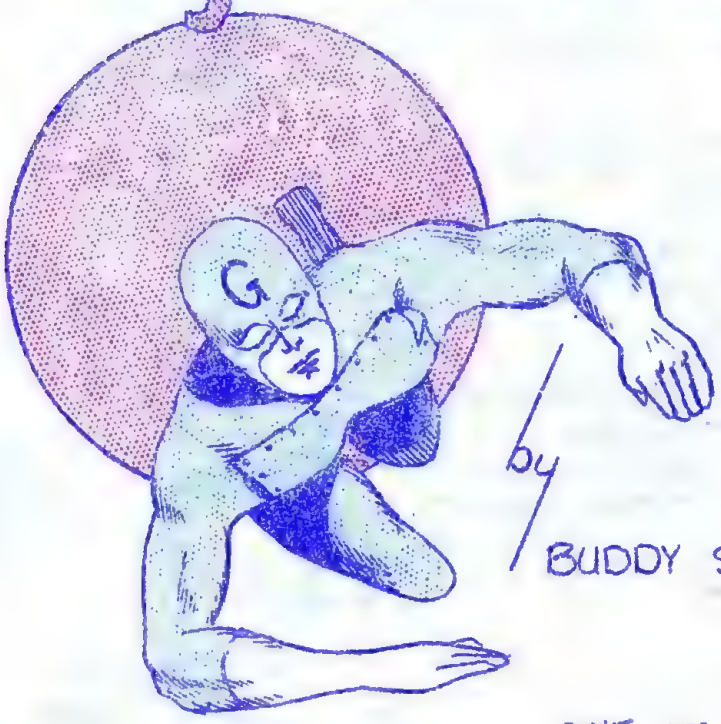


BLACK CRUSADER

ALTER-EGO: NONE RELATED TO THE EDITORS OF THIS FANZINE!
POWERS: EVERY POWER IMMAGINABLE!
ORIGIN: THIS CHARACTER WAS GIVEN SUPER-POWERS WHEN AN ENERGY BEING FROM SPACE, FUSED WITH HIS BRAIN!!!
APPEARANCES: HERO *1
GROUP: NONE!

by LARRY HERNDON

graviteer

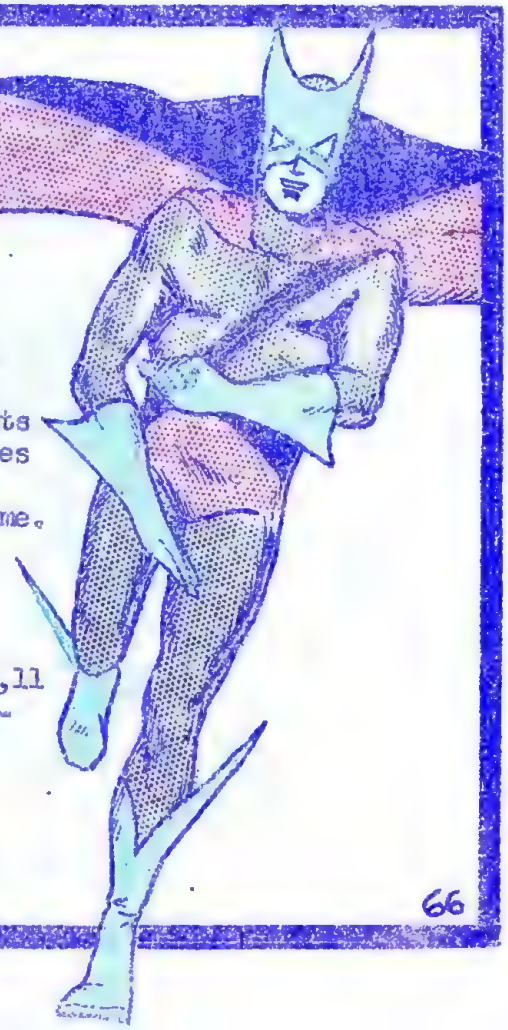


by BUDDY SAUNDERS

Secret Identity: Ken Ward
Origin: Ken invented a boring machine and was the first to pass through the center of the Earth. As a result, he gained his marvelous power.
Powers: he can control the law of gravity and thus controlling the gravity pull of his own body which let's him fly.
Appearances: Comic Fan #1(origin), Rocket's Blast #7,9 Fighting Hero#6,9... In #9 he was killed when he was fighting Chimera, a villain.

ONE OF THE FIRST COMICDOM HEROES TO **DIE** IN ACTION! 1964!

DEMON

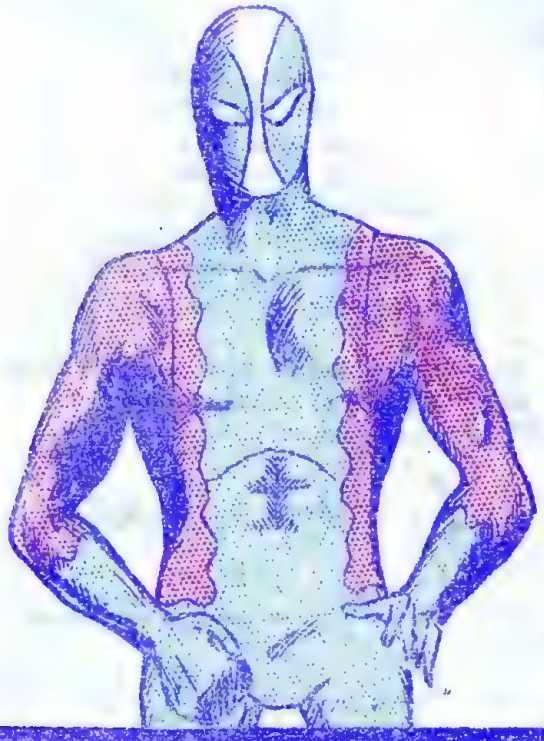


Secret Identity: Dan Prat
Origin: While exploring caves, Dan's friends were mysteriosly killed. He comes across a Sanctum of the ancient madieval sorcerer, Geraldin. He discovers the secrets of the dead sorcerer, and he thus becomes the demon.
Powers: can read mind of men dead for a short time. Can cast spells/sometimes they give the wrong results. He can cast spells for many self-benifiting purposes, (no invulnerability)
Appearances: Comic Fan#1(origin) Komix Illus. #7,11 Fighting Hero #1,2,6,9 Komix Illustrated #12

by BUDDY SAUNDERS

CHANGLING

by Buddy Saunders

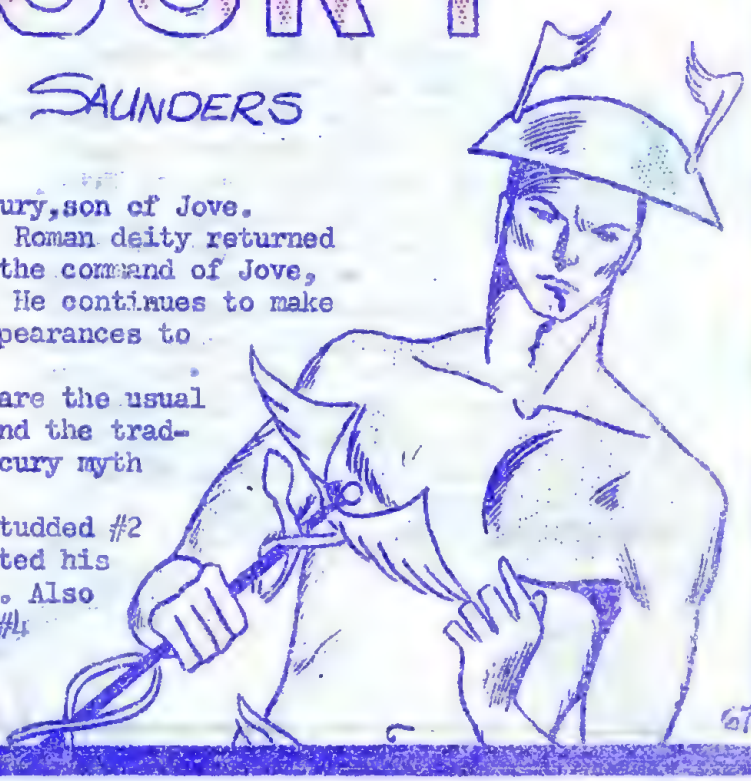


Secret Identity: Bret Reed
Origin: Bret, Reed, prisoner in the East Berlin sector was submerged in a vat of liquid protoplasm by the communists. The protoplasm joined with that of his body turning him at will into a liquid protoplasmatic form.
Powers: imitates objects by altering his form, first he must change into protoplasm then into the desired object. Cold nullifies his power as does the intense heat.
Appearances: Star Studded Comics #1,2,3,4

MERCURY

by Buddy Saunders

Alter Ego: Just Mercury, son of Jove.
Origin: Mercury is a Roman deity returned to Earth on the command of Jove, his father. He continues to make frequent appearances to Earth.
Powers: His powers are the usual godly bit and the traditional Mercury myth powers.
Appearances: Star Studded #2 presented his origin. Also in SSC#4



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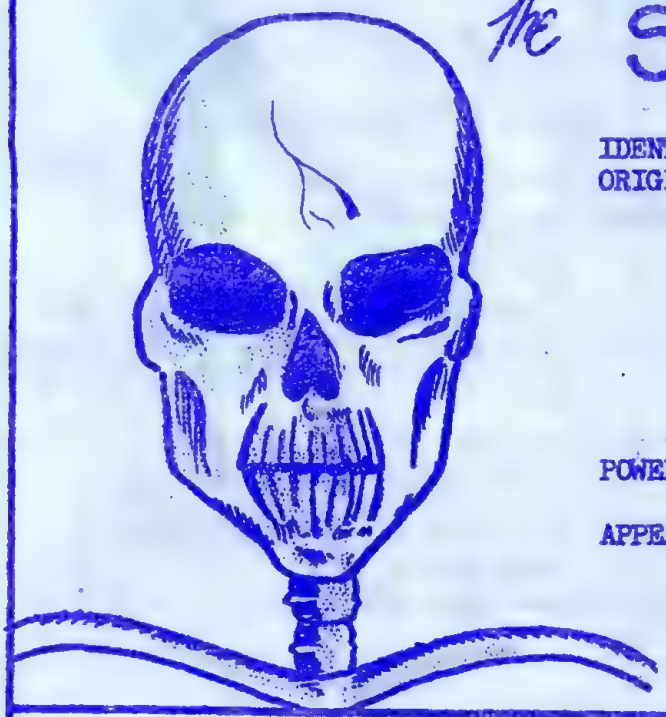


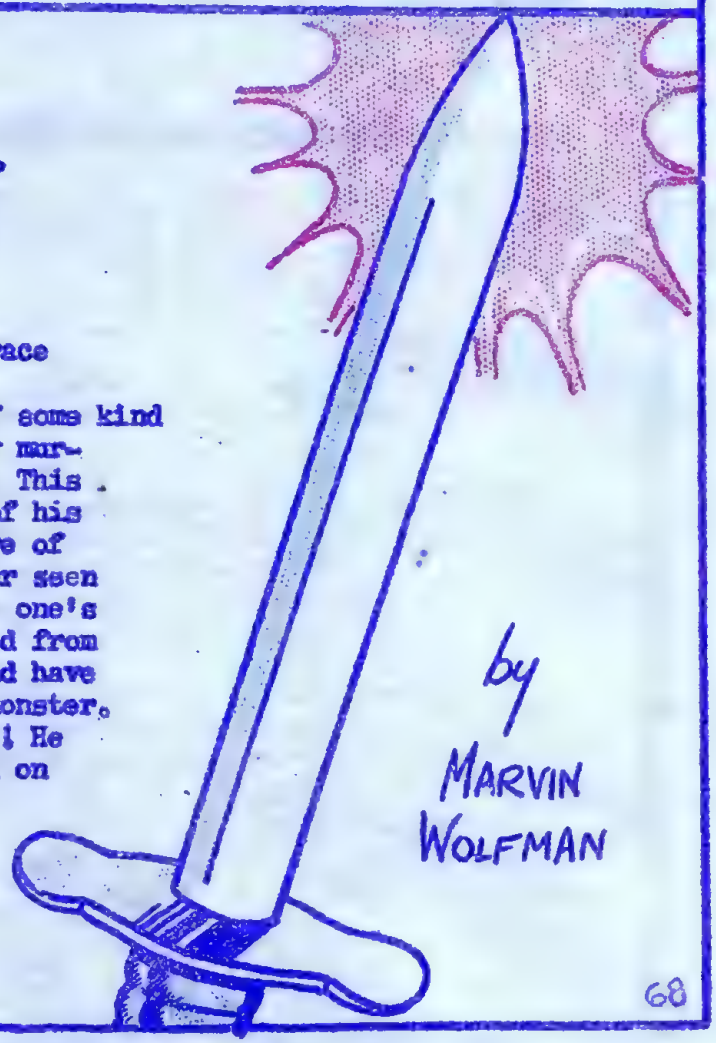
the SKELETON

IDENTITY: Ben Jefferson
ORIGIN: Ben Jefferson "died" when a spy threw virus into his face. The virus's acted upon his body in such a manner that his whole body turned to a skeleton. As the Skeleton, Ben combats crime. He can change back to Ben Jefferson with a double use of the virus's but only for a limited time.
POWERS: he can kill with his deadly virus, also uses a simple pistol
APPEARANCES: Condor comics#1,2

by JAMES TOREN

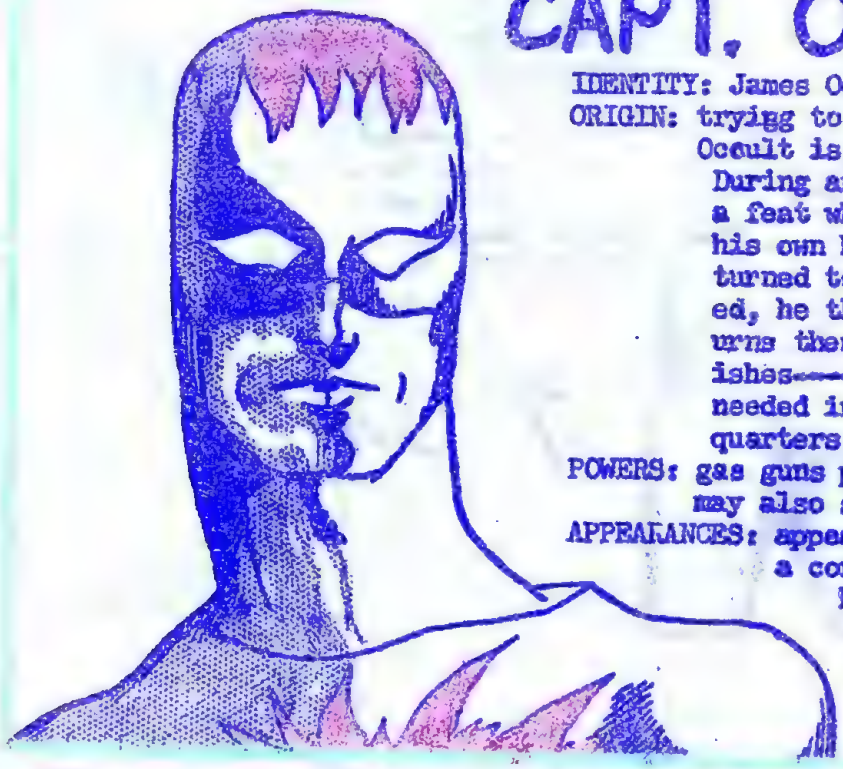
EXCALIBRE

IDENTITY: A secret to the human race
ORIGIN: he needs no origin
POWERS: Excalibre is a villain of some kind who who stalks England by murdering defenseless women. This villain leaves the sign of his attacks with the signature of Excalibre. No one has ever seen the Excalibre----only the one's who unsuccessfully escaped from the clutches of this fiend have caught a glance of this monster. He is still on the loose!! He frequently uses the sword on the right as a weapon.
APPEARANCES: Condor comics#2



by MARVIN WOLFMAN

CAPT. OCCULT

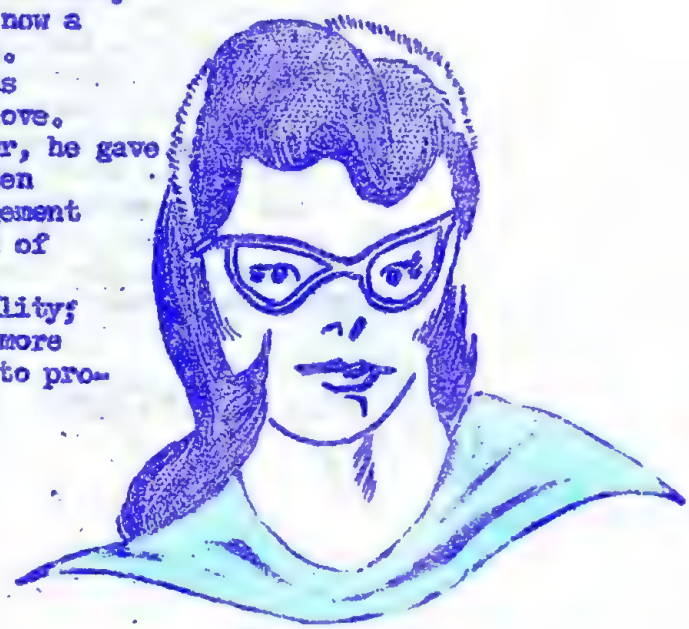


IDENTITY: James Occult, master magician
ORIGIN: trying to capture some crooks, James Occult is shot to death by the crooks. During an act, Occult had performed a feat wherein he actually stopped his own heart beat, died and then returned to life. Having this accomplished, he then captures the crooks, returns them to the police and then vanishes----until the time he is then needed in the Limbo World, his headquarters.
POWERS: gas guns puts victims to sleep---he may also summon dead people to his aid.
APPEARANCES: appeared in Fantasy Hero#3 as a contest entry---soon in Men of Mystery and Mask and Cape as stories.

by JEFFERY GELB

POLARIS

IDENTITY: Carol Swan, a technical secretary. Formerly employed by Jonas Johnson...she is now a free-lancer. Has security clearance.
ORIGIN: While serving as a secretary for Jonas Johnson(Rocketman) the pair fell in love. After he revealed his identity to her, he gave her powers as an engagement gift. When Rocketman turned renegade, the engagement was broken and she joined the forced of the law.
POWERS: Some control over entropy and probability; somewhat like the Scarlet Witch with more control but less power. Also is able to project beams of heat and cold.
APPEARANCES: None to date.



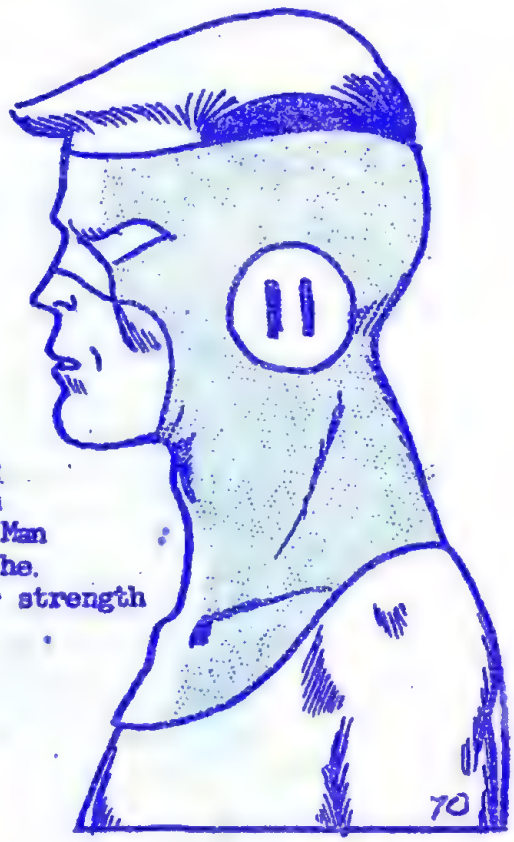
by AL KUHFELD

CAPT. GLORY

IDENTITY: Scott Bartridge
ORIGIN: When Scott sipped a miracle drug that managed to save his life, he devoted his life to fighting crime. He was dy ing ---he was attacked by hoods.
POWERS: Amazing strength and agility
APPEARANCES: Man of Mystery#1 and soon on the cover of Glory comics#1

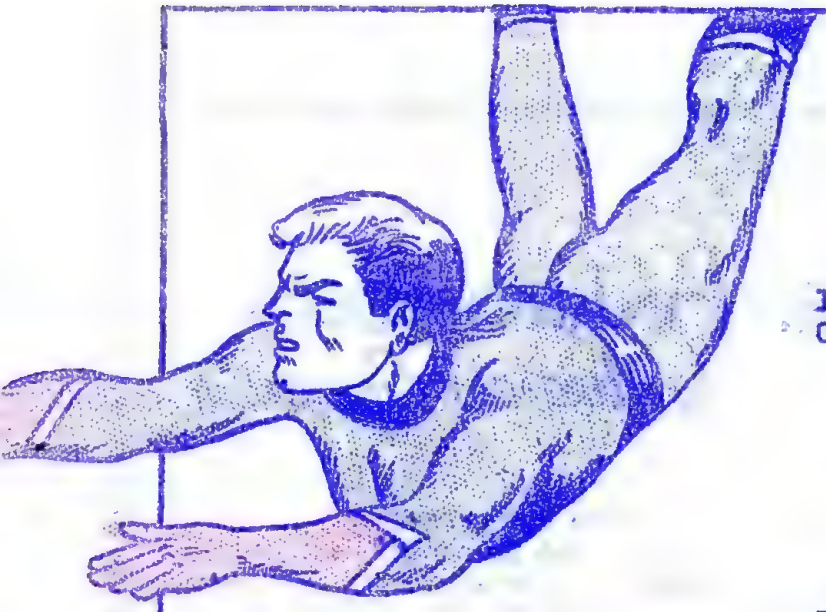
by JEFF GELB

MICROBE-MAN



IDENTITY: James Adams, news reporter
ORIGIN: when James was investigating an underwater case, he was captured in the grip of a radio-active vreature--- an octopus. After escaping and killing the octopus, Jim notices that the radiation of the octopus was now flowing through his veins and shrinking him. Jim took this opportunity to become Microbe Man
POWERS: no real powers as he can't grow large....he must stay in his 3inch height---has super strength
APPEARANCES: only appearance was in Heroes#5

by JEFFERY GELB



ALIEN MASTER

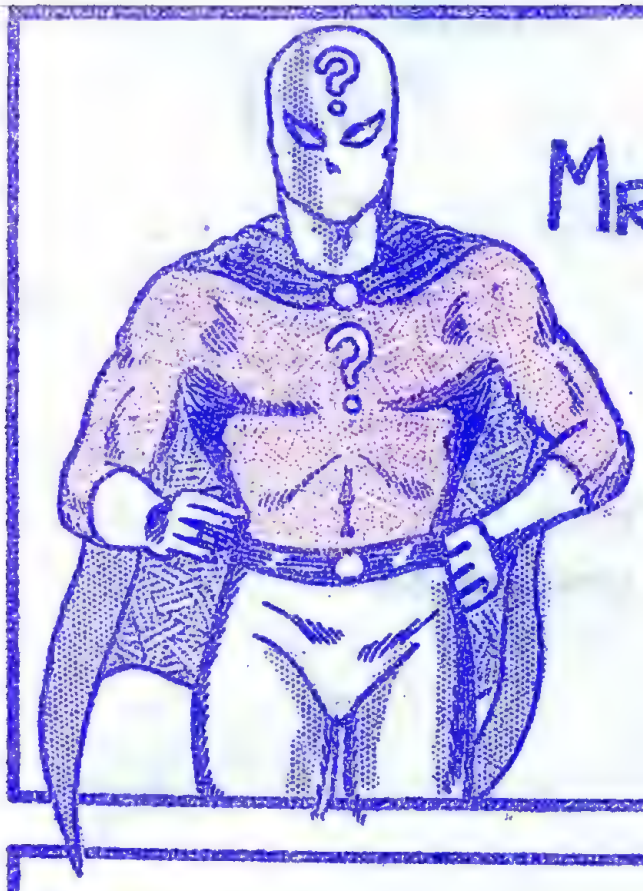
IDENTITY: Dirk Mason, playboy
ORIGIN: alien crashlanded on earth. The sight of the alien ship attracted Dirk to the space ship. Inside the ship, Dirk is met by a dying alien who merges his mind in the body of Dirk thus giving Dirk, double the mentality and super abilities. The alien then died.
POWERS: flight, invisibility, teleportation
APPEARANCES: Dual Identity#1

by CHIK DUBAY & MIKE LAURET

METEOR

IDENTITY: not told
ORIGIN: not told
POWERS: flight, super strength, emits rays from his body(all colors and purposes).
APPEARANCES: KOMIX ILLUSTRATED#11
GROUP: the Crusaders

by MICKEY MARTIN



Mr. Anonomous

by Margaret Gemignani

IDENTITY: not presented
ORIGIN: not presented
POWERS: super strength, invulnerability, adaptability and a super powerful brain.
APPEARANCES: Mask and Cape#1,2
GROUP: Vigilantee Committee

IDENTITY: Mark Madden, archeology professor
ORIGIN: Mark was thrown down a deep hole by 2 thugs. When Mark fell to the bottom, he fell unhurt. In the pit, he notices a message that says that the person who has been offended touches the Silver mark(on the stone)he will have his wish granted. Mark does so and he is gifted with super powers and defeats the thugs who casted him into the pit.
POWERS: invulnerability,super strength, flight
APPEARANCES: origin appeared in Hero#4

Silver Defender

by Margaret Gemignani & Wayne Howard

ORIGIN: recieved his powers from 3 chinese priests in the Mountains of Red China. Dedicated his life to fighting communism.
POWERS: flight, super strength
APPEARANCES: The Komix and Komix Illustrated
GROUP: the Crusaders

WHITE DRAGON

by MICKEY MARTIN

ASTRO

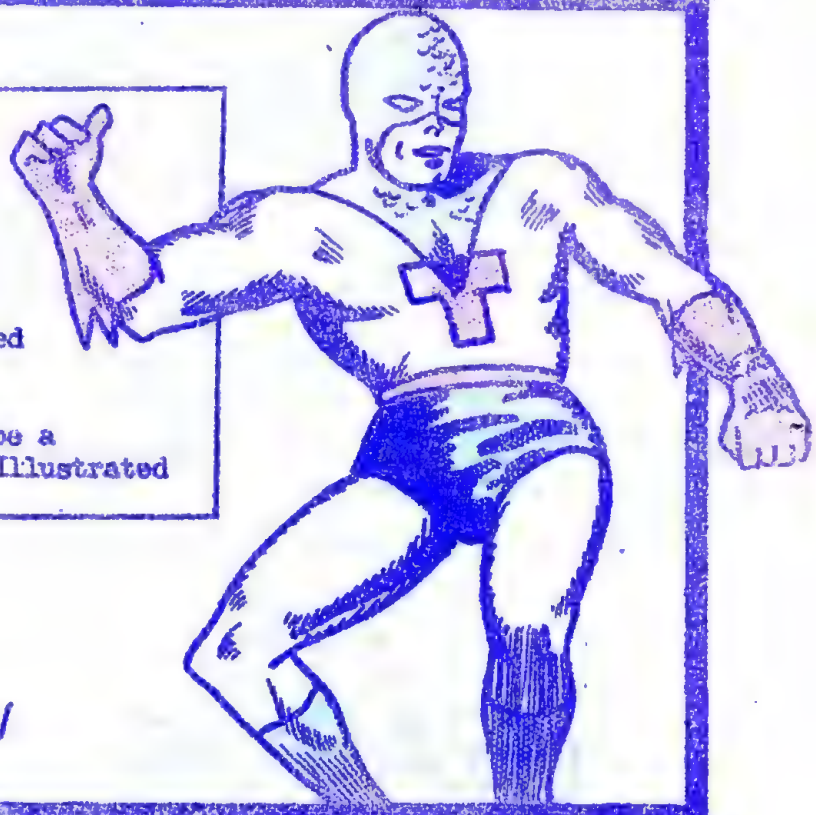
POWERS: super strong and swift fists---super strength. He used his super strength to destroy an alien ,machine in Komix Illustrated#11.

ORIGIN: not revealed.
APPEARANCES: appeared in Komix Illustrated #11 in a text story.
GROUP: the Crusaders

by PHIL LIEBFRIED
73

TOAD

IDENTITY: has not been told
ORIGIN: Soon in Komix Illusttated
POWERS: the leap of a frog and
super strength
APPEARANCES: none, but soon to be a
surprise in Komix Illustrated

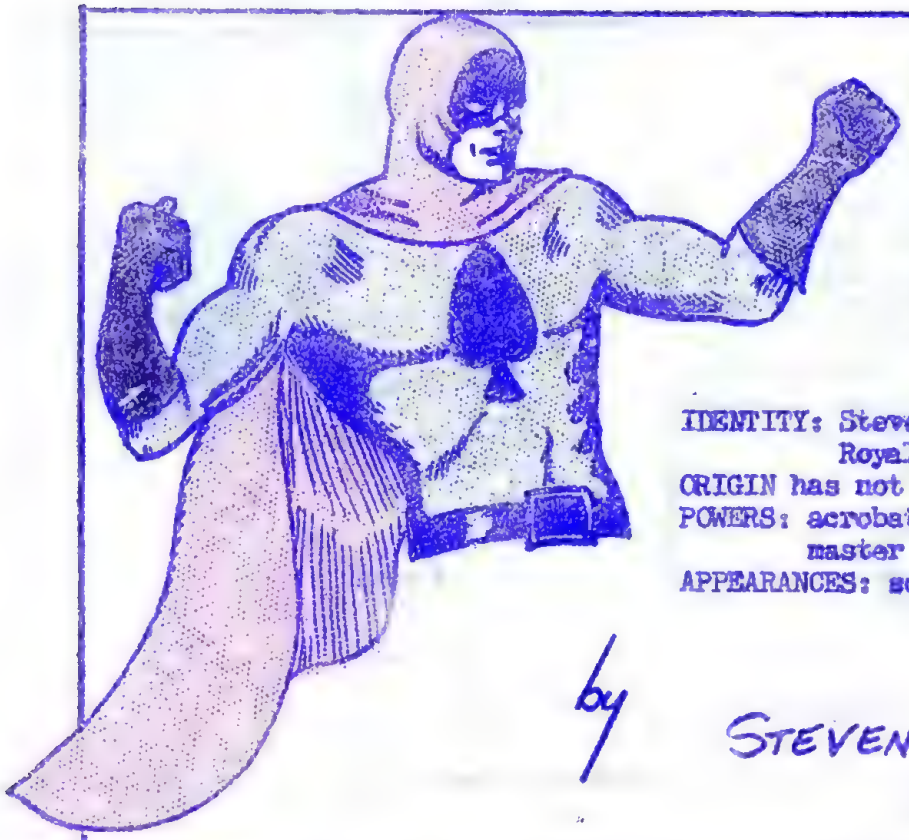


by MICKEY MARTIN

JOKER

IDENTITY: Billy Blagrove, bus boy at the Royal
Cassino
POWERS: same as his partner, the Ace of Spades
ORIGIN: has not been disclosed
APPEARANCES: soon to appear with Ace

by STEVEN KELEZ



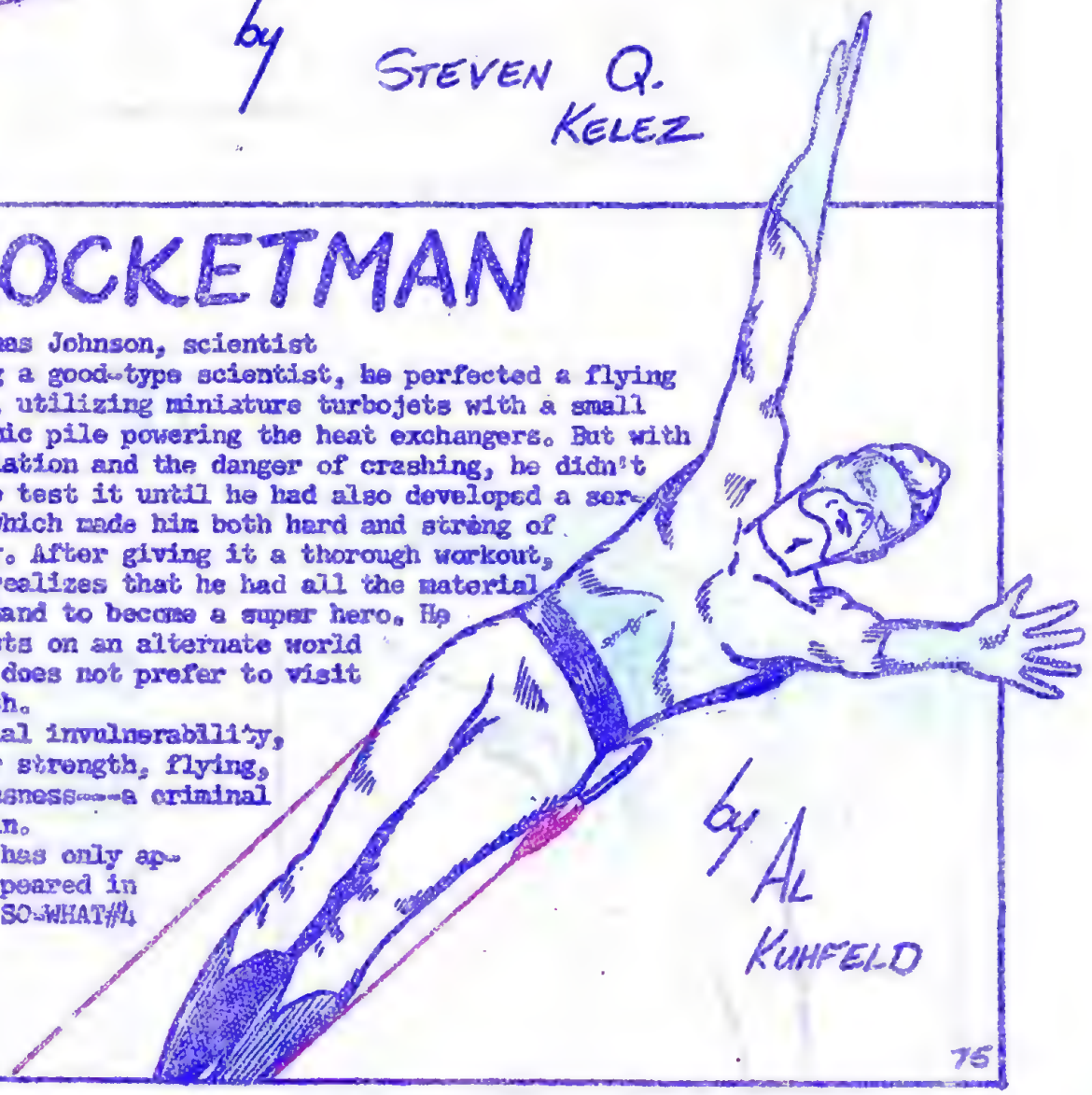
The ACE of SPADES

IDENTITY: Steve Spade, card dealer at the Royal Cassino
ORIGIN has not been discolosed
POWERS: acrobatical fighting abilities, master detective
APPEARANCES: soon to be on the prowl

by STEVEN Q. KELEZ

ROCKETMAN

IDENTITY: Jonas Johnson, scientist
ORIGIN: Being a good-type scientist, he perfected a flying belt, utilizing miniature turbojets with a small atomic pile powering the heat exchangers. But with radiation and the danger of crashing, he didn't dare test it until he had also developed a serum which made him both hard and strong of body. After giving it a thorough workout, he realizes that he had all the material at hand to become a super hero. He exists on an alternate world and does not prefer to visit earth.
POWERS: partial invulnerability, super strength, flying, geniusness---a criminal brain.
APPEARANCES: has only appeared in SO-WHAT#4

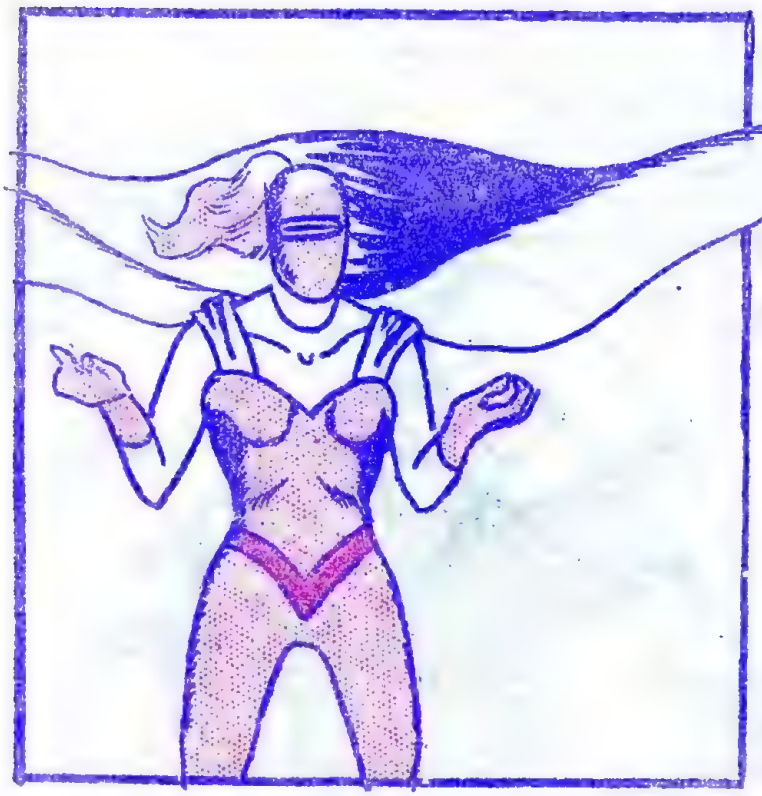


by AL KUHFELD

IDENTITY: Jeff King, alias Commando Cody, space detective
ORIGIN: obtained a flying suit from a scientist who was later killed by gangsters---later avenged the scientist's death.
POWERS: flying suit, scientific gadgets
APPEARANCES: a seven year appearance in Republic pictures(serials) also in Fantastic#5

FLYING COMMANDO

by Steven Kelez



RUBY RED

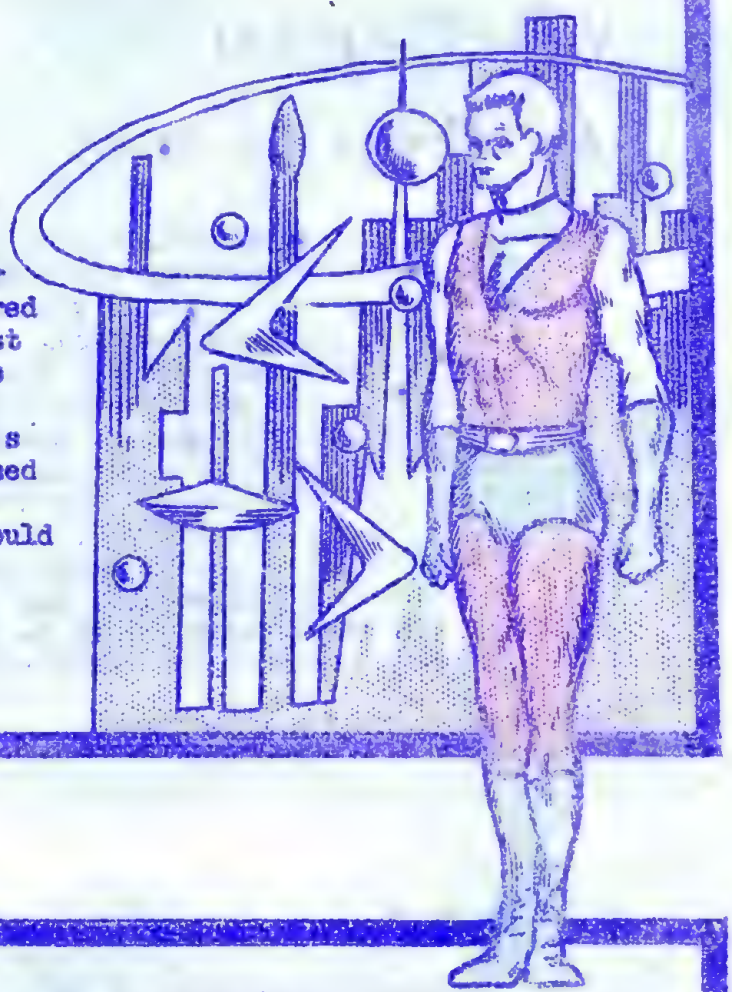
by D. Schank

IDENTITY: not told but the daughter of Frank Ruby, astronaut
ORIGIN: Frank Ruby, astronaut, runs into trouble while in a space capsule in outer space. Rays penetrate the capsule but do not affect the astronaut directly. Frank has a baby daughter a few years later... this chile recieves strange powers which came from the astronaut's incident in space. The girl devotes her life to crime years later when her parents are murdered.
POWERS: her eyes shoot flaming rays
APPEARANCES: Condor comics#2,3

The CHAMPION

Secret Identity: Brad Lawson
Powers: flight
Origin: The Champion got his power of flight when he discovered a building housing the last living soul of the earth's first civilization. After being bathed in a machine's rays, the building collapsed destroying all the other machines so Brad Lawson could not get any other powers.
Appearance: Comic Comments #2

by Lon Mitchel



The ELEMENT

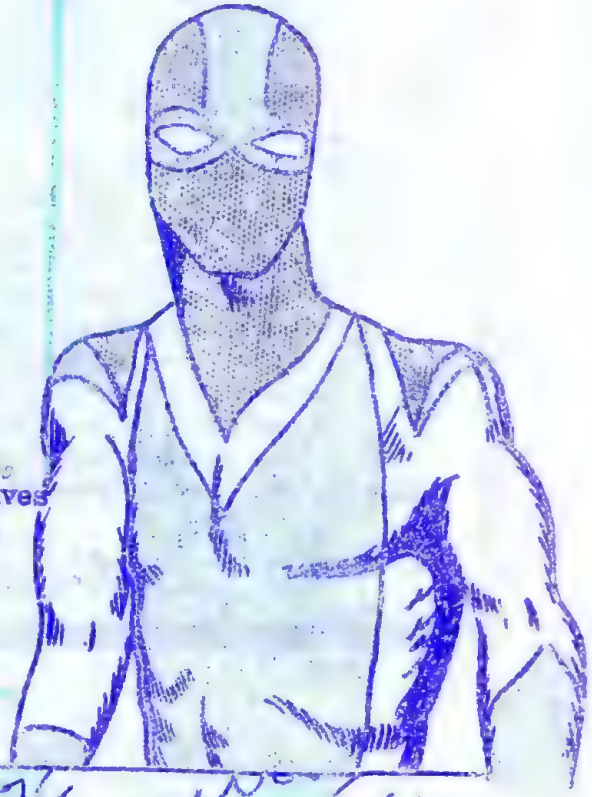
by Lon Mitchel

Secret Identity: Frank Bates
Powers: the power to turn into any known molecule.
Origin: Frank Bates was accused for the murder of his best friend. Frank takes to hiding to develop a serum that will give him total invulnerability so he may capture his friend's killer. He finds that it gives him the power to change into any element. He soon captured the killer and used his good powers for the good of mankind.
Appearance: Super Theatre #1 and every future issue of Super Theatre.

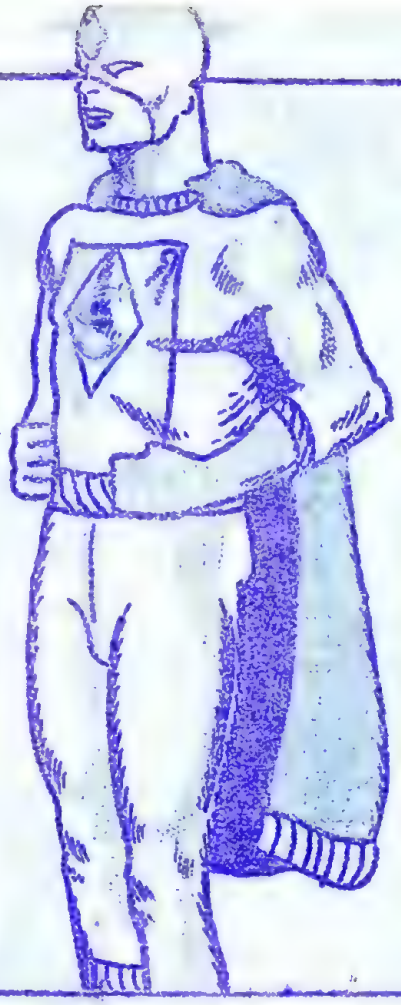
VIBRO-MAN

by Moroz & Weiss

Secret Identity: Doug Austin, Playboy writer
Origin: Doug invents a spaceship and while he is in space he collides with a comet. The collision vaporized both the comet and the space ship. Thus the pair of energized particles (from the spaceship and the comet) penetrated into Doug's body teleporting him to a distant planet. He gained the power of super vibration and also the power of flight. On this alien spaceship, he aids a race of humanoids free themselves from the cruel leader, Rotar. He suceeds and returns to earth to battle crime as VIBRO-MAN
Powers: super vibration and flight
Appearances: None yet, but soon .



Origin: Recieved fantastic powers when he survived an explosion in a power plant.
Powers: Flying and ability to hurl bolts of electric energy.
(Planned to appear in Excitement comics)



EUREKA

IDENTITY: unknown
POWERS: flight, invulnerability, master of strength
APPEARANCES: Mask and Cape#1,2,3
ORIGIN: unknown and unrevealed at this time
Group: Vigilantee Comittee

by Margaret Gemignani

The SPACE CREATURE

IDENTITY: Russian astronaut
ORIGIN: A dead Russian astronaut living artificially due to cosmic and solar radiation.
POWERS: strength, invulnerability and flight
APPEARANCES: Saper Theatre#3 and #4

by Randy Montgomery

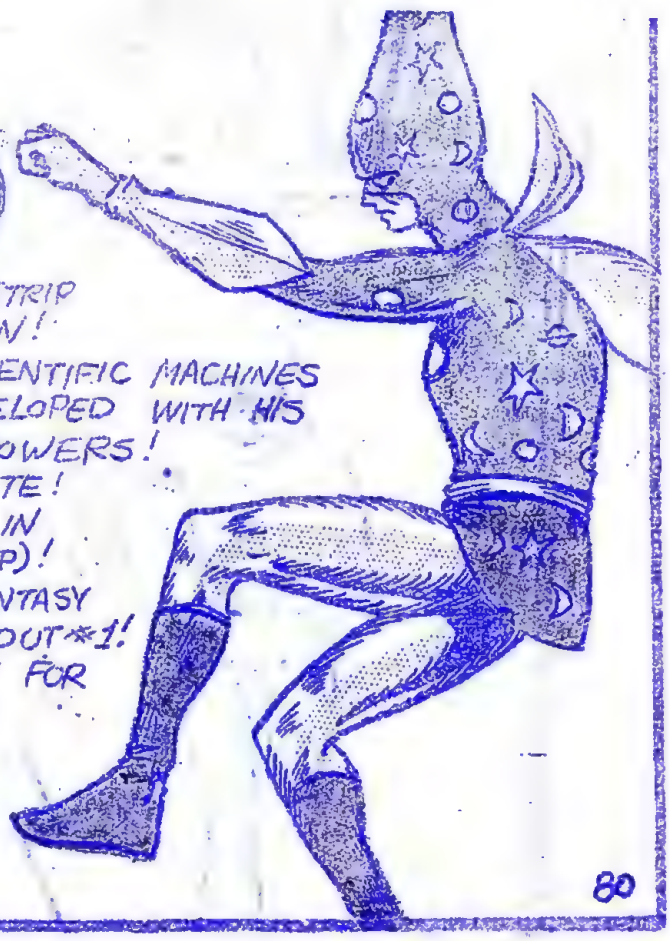
R

ACTION AGE
& THRILL BOY

by
RICHARD
GREEN

APPEARED IN
MASQUERADER #4.
THESE TWO FIGHT CRIME
& COMMUNISM. HAVE NO
DEFINITE ORIGIN.

BLACK WIZARD



ALIAS: NONE PRESENTED IN ANY STRIP THIS CHARACTER HAS APPEARED IN!
POWERS: ALL KINDS OF SUPER SCIENTIFIC MACHINES AND GADGETS WHICH HE HAS DEVELOPED WITH HIS SUPER BRAIN! NO EXTRODINARY POWERS!
ORIGIN: NONE PRESENTED TO DATE!
APPEARANCES: FIRST INTRODUCED IN ACTION HERO #2, (MERCURY II STRIP)! JOINED THE FEARSOME FIVE IN FANTASY HERO #3! FANTASY HEROES' HANGOUT #1! HOUSE OF HEROES #1, IN "PLIGHT FOR VENGENCE!" TEXT STORY!
GROUP: FEARSOME FIVE!
VILLAIN OF: MERCURY II!!!

by BILL DUBAY

THE BLADE

CREATED BY RONN FOSS & RICHARD GREEN

THE BLADE APPEARED IN BILJO WHITE'S KOMIX ILLUSTRATED. (THIS WAS MY FIRST STRIP ON DITTO, WHICH INTRODUCED ME TO THE WORLD OF FANDOM.) *GREEN

BRAD KEEN WAS A KNIFE-THROWER FOR A CARNIVAL. HIS ASSISTANT, NEVA LYNN, WAS KIDNAPPED BY CRIMINALS. BRAD DONNED A MASK AND SPECIAL OUTFIT AND WENT AFTER THE HOODS. AFTER SUCCESSFULLY APPREHENDING THEM AND RESCUING NEVA, HE DECIDED TO CONTINUE FIGHTING CRIME.

AMERICAN MAN

WITH BATTLEBOY & CYCLONE

A.M. IS ONE OF MY OLDEST CREATIONS, THO' HE HAS NO DEFINITE ORIGIN. HE AND 'THE BOY MARVELS' APPEARED IN COMICOLLECTOR AND MASK & CAPE.

by "GRASS" GREEN

Silver DALLAS

SECRET IDENTITY: none; owns silver mine

POWERS: none

ORIGINATED BY: Ronn Foss

ORIGIN: none; reared by Indians

APPEARANCE: forthcoming

Scott Storm, The FOX

SECRET IDENTITY: none; known by either/both names

POWERS: .357 Magnum

ORIGINATED BY: Ronn Foss

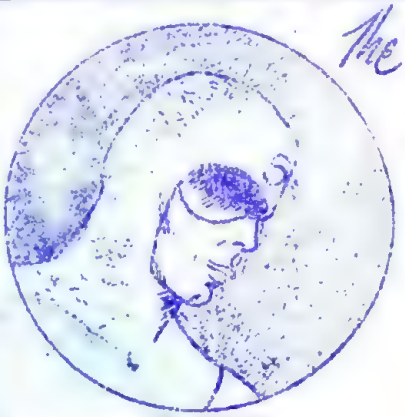
ORIGIN: none; West Coast investigator

APPEARANCE: Dateline: COMICDOM #5-12 will be reprinted in Countdown

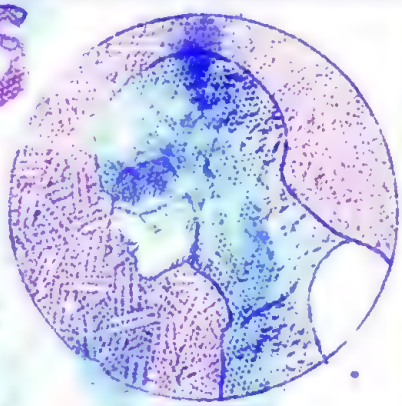
The SHIELDS

by

STEVE PERRIN



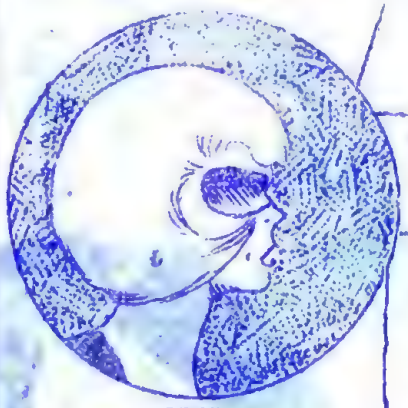
TRIPLET
Name: Carl Tola
Occupation: Imperial Guard
Powers: Telekinesis



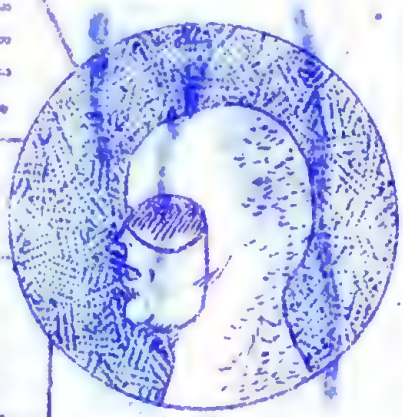
TRIPLET
Name: Mart Tola
Occupation: Reporter
Powers: Levitation

This family is on Imperial Earth for the express purpose of aiding their devastated planet and bringing help to the oppressed.

If they topple the rulers, The Malleganics will sweep in before someone else can take over. They are aidad by an organization ation set up by the previous Shield, who was killed helping them escape the Imperials.



GIRL
Name: Jan Tola
Occupation: efficiency expert for Imperials
Powers: ESP

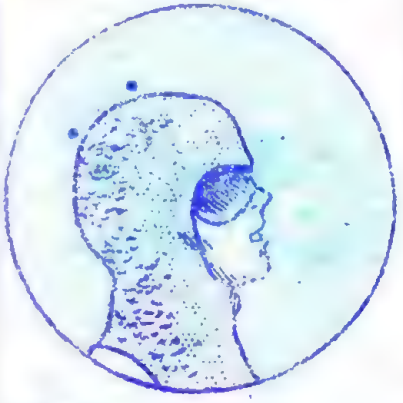


Leader
Name: Mike Tola
Occupation: Guard of the Imperials
Powers: Telepathy

Name: Jak Tola
Occupation: free reporter
Powers: Illusions
Younger

Name: Bill Tola
Occupation: Guard
Powers: Pyrotism
TRIPLETE

WHITE SHIELD...Mike
GREEN SHIELD...Carl
BLUE SHIELD....Mart
GREY SHIELD....Jak
BLACK SHIELD...Jan
RED SHIELD.....Bill

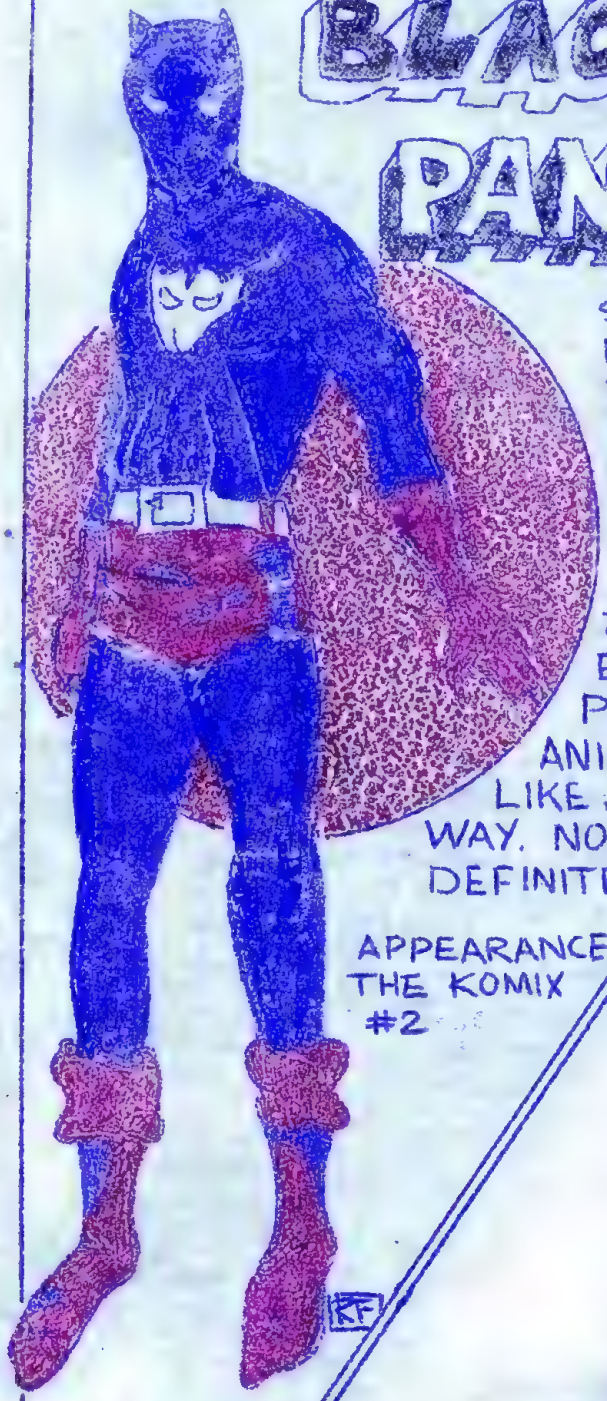


by DUBAY

The

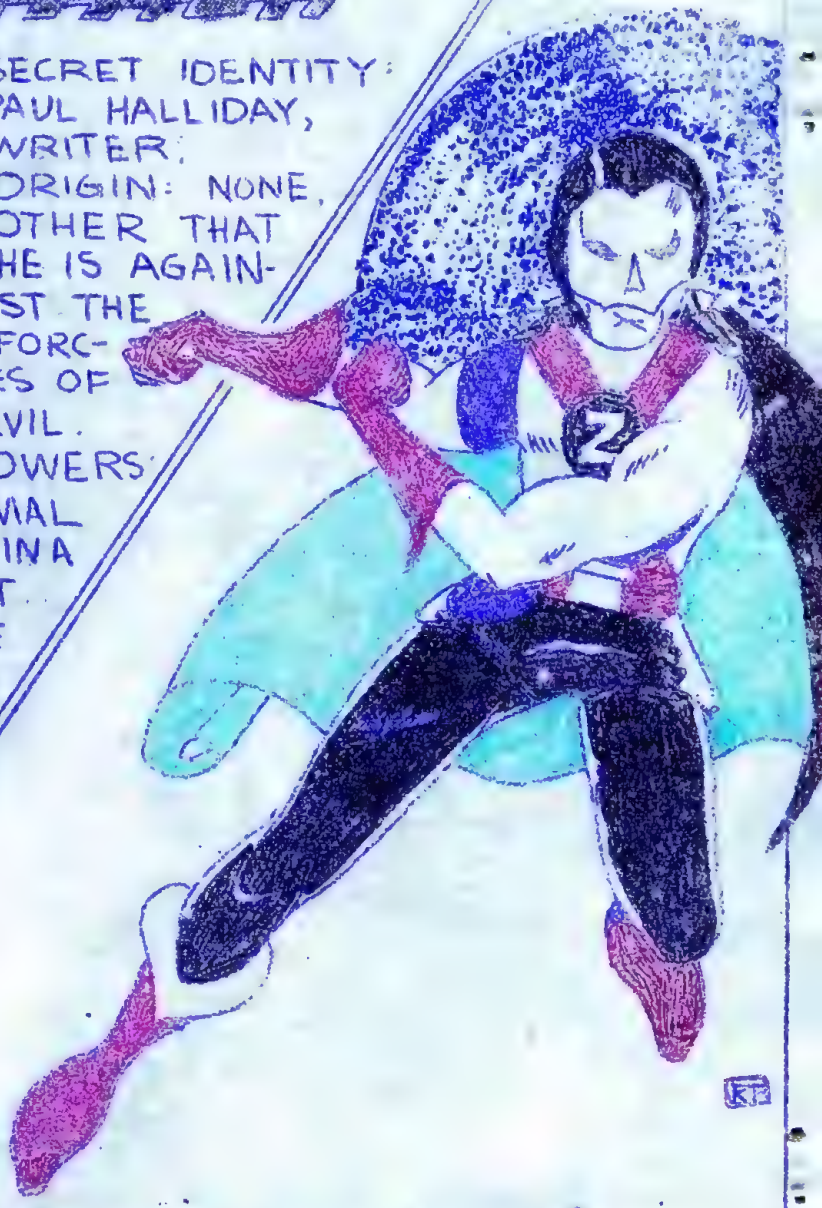
BLACK PANTHER

By: John Wright



SECRET IDENTITY: PAUL HALLIDAY, WRITER.
ORIGIN: NONE, OTHER THAT HE IS AGAINST THE FORCES OF EVIL.
POWERS: ANIMAL LIKE, IN A WAY. NOT DEFINITE

APPEARANCE: THE KOMIX #2



The ZEPHER

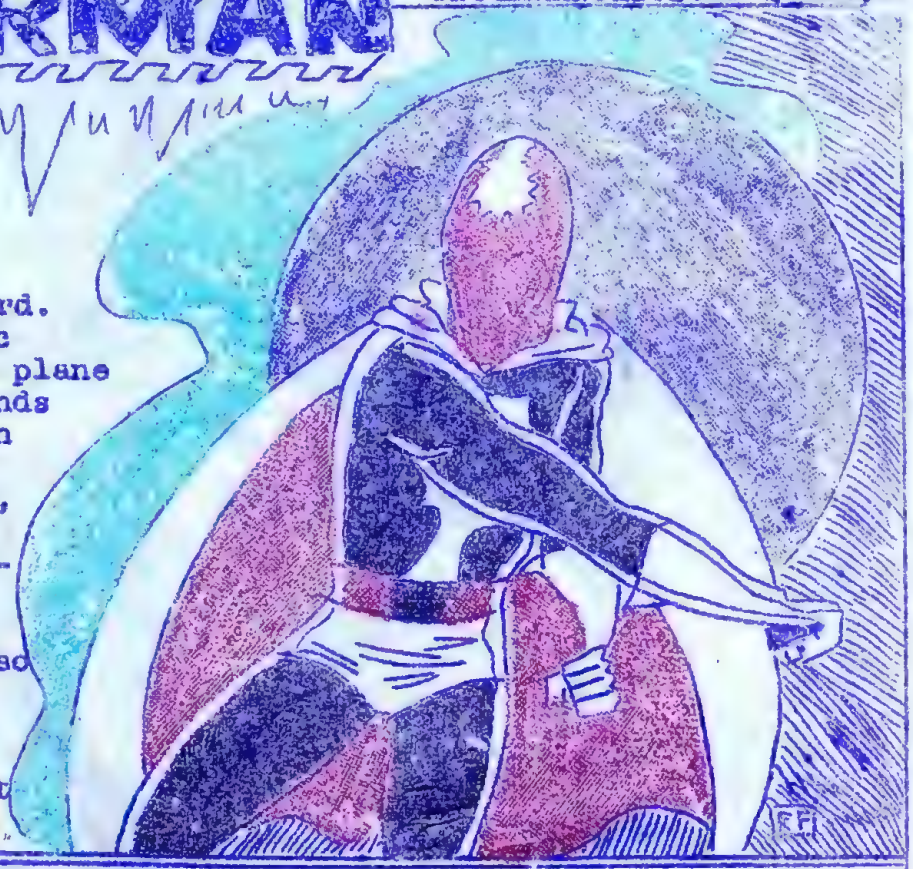
THE "ZEPHER" WAS TO APPEAR IN THE KOMIX #3. INFORMATION NOT AVAILABLE.

POWERMAN

APPEARANCES: Star St...

BY HOWARD KELTNER

SECRET IDENTITY: Jeff Ward.
ORIGIN: Jeff Ward, Atomic Physicist was piloting a plane over Nevada Proving Grounds destined for a convention in Los Angeles when an atomic explosion occured, letting Jeff absorb all the energy. The convention was a masquerade affair, so the costume that Jeff was wearing also absorbed energy.
POWERS: He can blast and melt objects with his gloves...he is indestructable, has flight.



The ASTRO-MAN

BY TOMMY FISHER

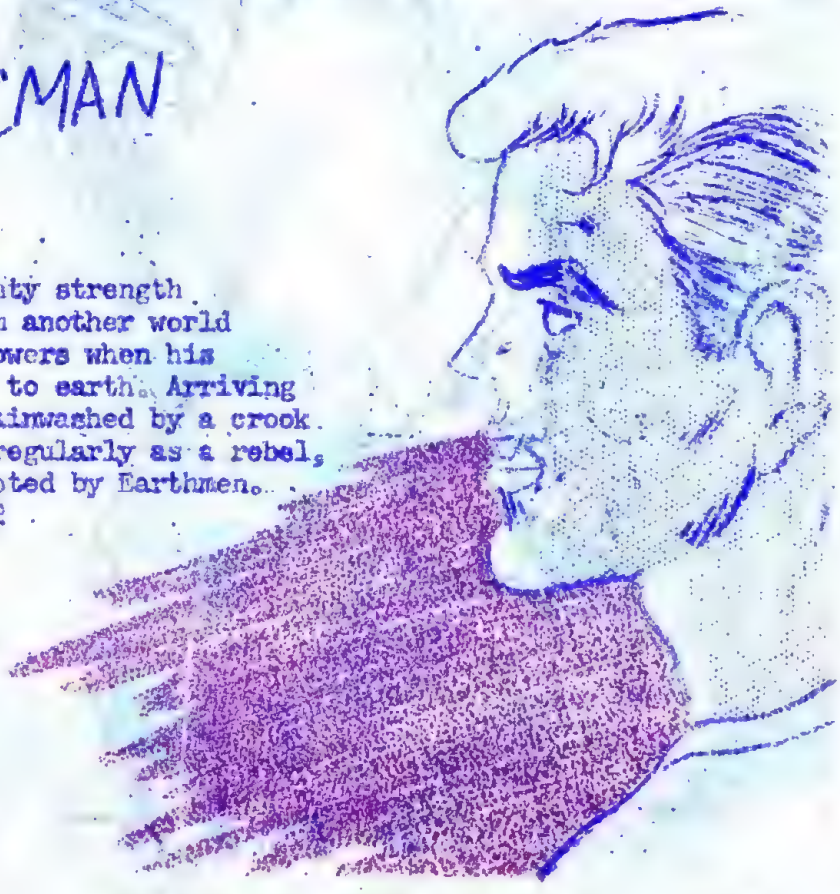
SECRET IDENTITY: Creg Flanders, no occupation
ORIGIN: A paratrooper during the D-Day invasion, he was dodging Nazi bullets and walked into a dimensional warp where he met Zoran, the last survivor of his other-dimensional race. Zoran gave him the costume of the other dimensions police force.
POWERS: This costume gives him the power of flight, and astral beams and levitation beams.
APPEARANCES: Star Studded Comics # 1, 4
GROUP: Liberty Legion

UNION JACK

By John Wright

SECRET IDENTITY: Barry Kane
British officer
POWERS: No real powers, just a fighting heart and two guns, one of them an ordinary .45, the other a short range gas gun of his father's invention. He appeared during the second world war, and served as an inspiration to the troops.
APPEARANCES: Krmix #2, Royal #1

ATOMICMAN



Secret Identity: Jon
Powers: super speed and mighty strength
Origin: Jon is a person from another world and he gained his powers when his rocket ship crashed to earth. Arriving on Earth, Jon is brainwashed by a crook and he will appear regularly as a rebel, not able to be accepted by Earthmen.
Appearance: Super Theatre #2

by -
LON MITCHEL

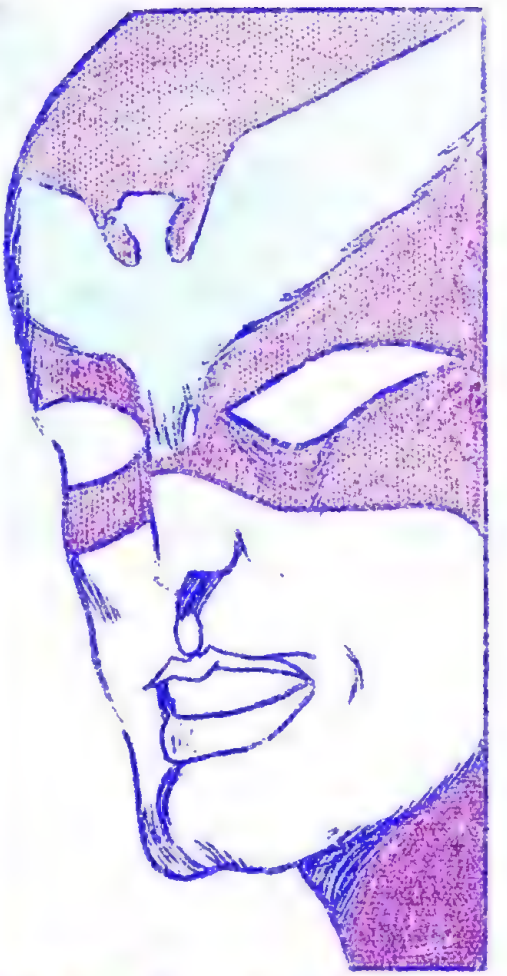
DAN FLEMING'S

DOC FREEDOM

Origin: A man was experimenting with a radio-active substance. A hood comes to the scene and threatens the life of the man. He fires his gun and chips off a piece of the radio-active material which hits the man throwing him unconscious but at the same time giving him marvelous powers. The hood turns out to be a Communist and the unconscious man and his friend are secretly taken to Russia. The unconscious man dies upon their arrival but at the same time touches the hand of his friend transferring all the powers to him. This man takes the name of Doc Freedom and revolts against the sources of crime

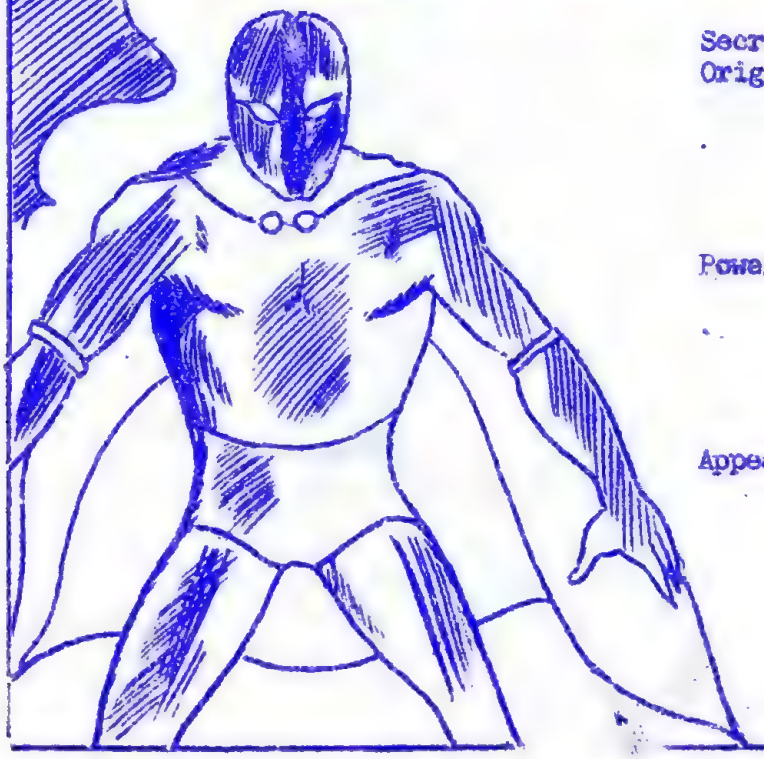
Powers: Flight and he emits a power beam from his hand.

Appearances: Komix Illustrated #13



BEADMAN

BY BUDDY SANDERS



Secret Identity: Detective Stone

Origin: When Detective Stone's body was destroyed in an auto accident, his brain was placed in a metal body controlled by a solar energy system.

Powers: Has a laiser ray that can cut metal, can absorb energy into his body. If his body takes in too much energy, his metal body grows weak and his brain would perish.

Appearances: Fighting Hero #6, Comic Fan #1, Hero #1

BLACK STAR

by Rick Weingroff

IDENTITY: unknown to editors

ORIGIN: Through a series of mixed-up operations, he acquired tremendous strength and agility.

POWERS: strength and agility

APPEARANCES: Black Star comics#1

by Rick Weingroff

The PRISM

by Len Wein

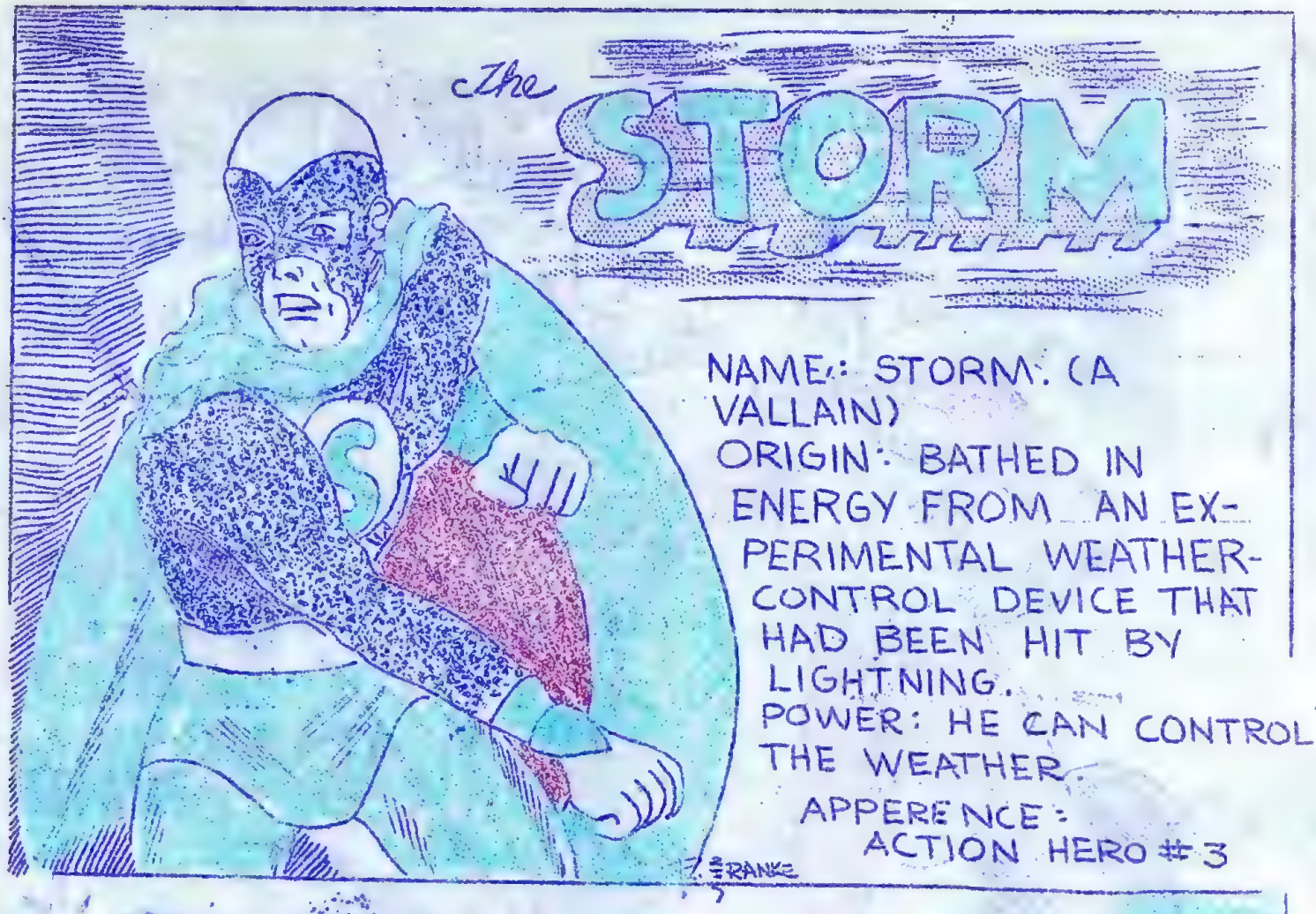
IDENTITY: Unknown to editors, astronomer

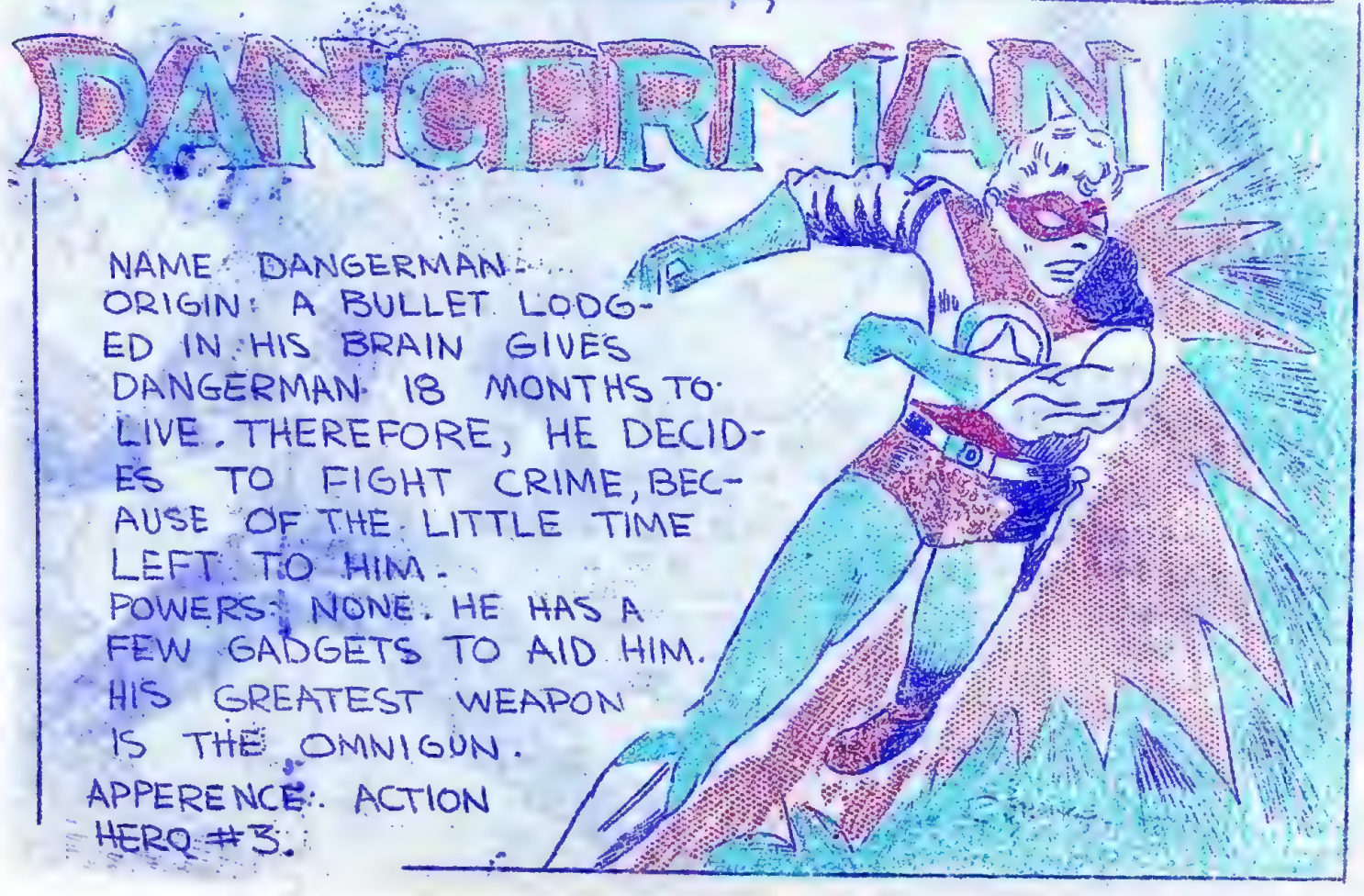
ORIGIN: Looking up into telescope, he was bathed by a strange radiation ffom an alien spaceship that gave him prism powers.

POWERS: Shoots out 5 rays of various colors; red ray--heat blue ray--cold, black ray--paralyzing, white ray--anti gravity, green ray--anti-magnetic.

APPEARANCES: Komix Illustrated#11, Mask and Cape#1,2,3 Aurora

GROUP: Crusaders and the Vigalance Committee


The STORM
NAME: STORM. (A VALLAIN)
ORIGIN: BATHED IN ENERGY FROM AN EXPERIMENTAL WEATHER-CONTROL DEVICE THAT HAD BEEN HIT BY LIGHTNING.
POWER: HE CAN CONTROL THE WEATHER.
APPERENCE: ACTION HERO #3
FRANKE


DANGERMAN!
NAME: DANGERMAN.
ORIGIN: A BULLET LODGED IN HIS BRAIN GIVES DANGERMAN 18 MONTHS TO LIVE. THEREFORE, HE DECIDES TO FIGHT CRIME, BECAUSE OF THE LITTLE TIME LEFT TO HIM.
POWERS: NONE. HE HAS A FEW GADGETS TO AID HIM. HIS GREATEST WEAPON IS THE OMNIGUN.
APPERENCE: ACTION HERO #3.

The ACE OF SPADES

By: Sherman Howard

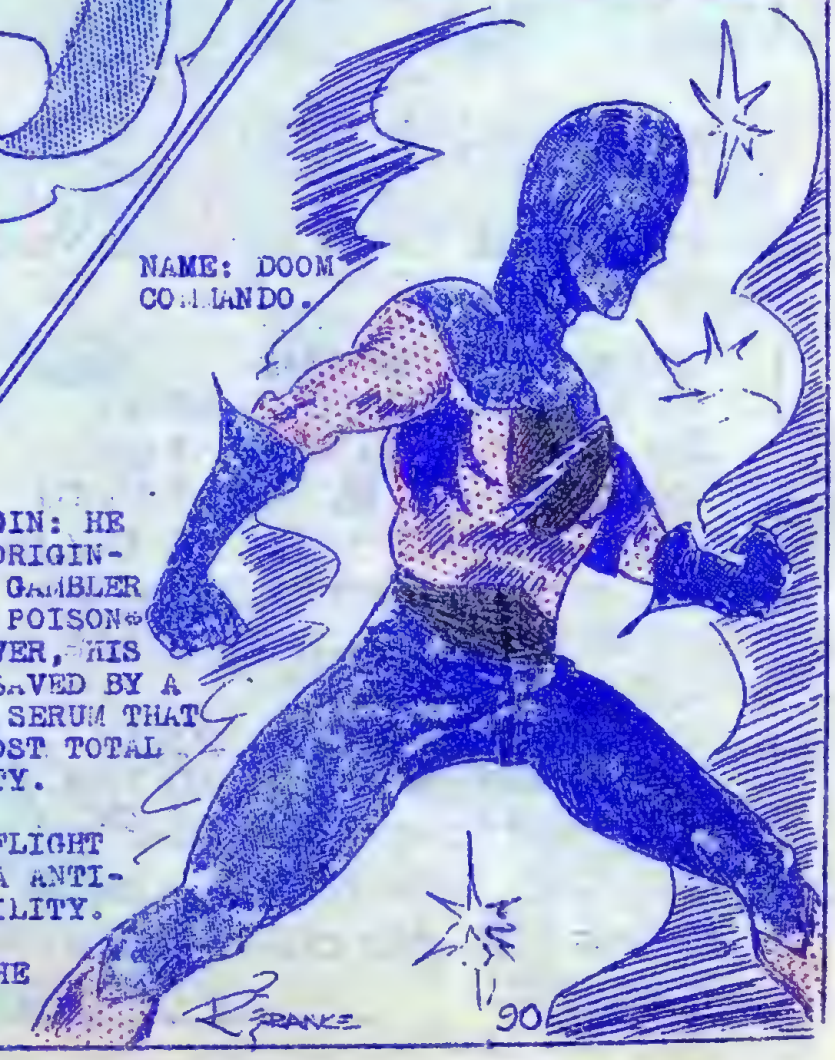
NAME: THE ACE OF SPADES. HE IS AN ANDROID.

ORIGIN: HE IS THE CREATION OF "THE ACE", A PERSON OF QUESTIONABLE CHARACTER & DR. McKAY, A ROBOT.

POWERS: FLIGHT, STRENGTH & ETC.

FOUND IN ACTION HERO #3

THE DOOM COMMANDO



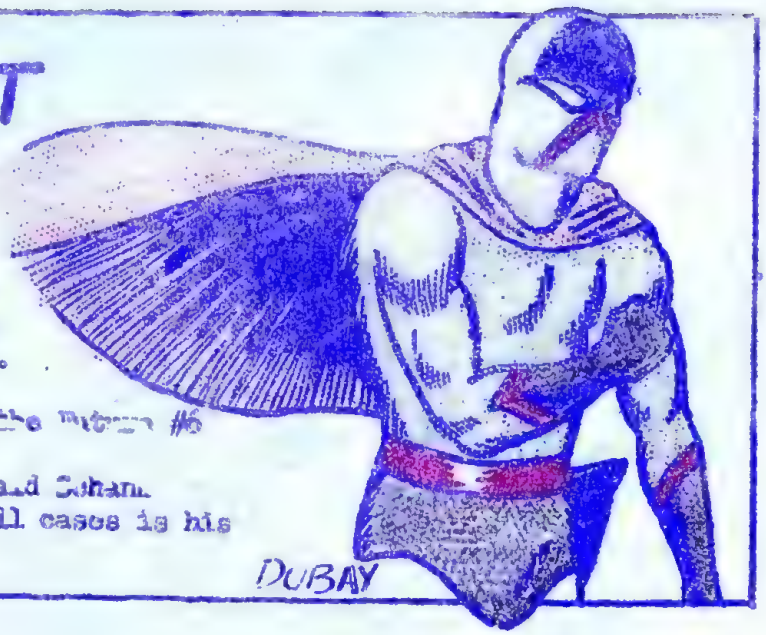
NAME: DOOM COMMANDO.

ORIGIN: HE WAS ORIGINALLY A GAMBLER AND WAS POISONED. HOWEVER, HIS LIFE WAS SAVED BY A MIRACULOUS SERUM THAT GAVE HIM ALMOST TOTAL INVULNERABILITY.

POWERS: HE HAS FLIGHT (WITH THE AID OF A ANTI-G BELT) INVULNERABILITY.

HE MAY BE FOUND IN THE THIRD ISSUE OF ACTION HERO.

NITE'S AGENT



Alter-Ego: None
Powers: An ordinary human who has devoted his life to defeating crime and injustices. An acrobatic man who has a rope and a gun in which to do battle.
Origin: None presented!
Appearances: Komix Heroes' of the Future #6
Group: NONE
*Appeared in script form by Donald Schank accompanying Nite's Agent on all cases is his pet parrot, JOCKO!

CAPT. COURAGE

Alter-Ego: None Presented
Powers: No specified powers. An acrabatic ability far exceeding that of any normal human. Also a character destined to use many 'gimmicks' in his crime fighting. Such as: A Jet Sled and a Harpoon Gun!
Origin: None presented to date!
Appearances: Komix Heroes' of the Future #6
Group: NONE!
*Captain Courage appeared in STRIP form, written and inked by Donald W. Schank. Penciled by Charles Rogers. This is among many of the amateur comic heroes that is a direct imitation of early DC; National Comic Characters. Harpoon Gun copied from earlier Sandman stories, while helmet and character are swiped from Dc's Doctor Fate!

spirit section

CAPER CARR

Caper C. Carr was formerly spirit of Comic Caper. He was drawn by Bill Dubay and originated by Marty Arbunich. The husband of Kitty Carr who made her debut in Comic Caper#2. Caper C. made his debut in Comic Caper#1.

by Bill Dubay & Marty Arbunich

KITTY CARR

Kitty Carr is also a spirit of Comic Caper, the fanzine which is now under the name of the Yancy Street Journal. Kitty was introduced in Comic Caper#2---in that issue, it was reported that Caper C. married Kitty as these two comical spirits became the ONLY two spirits in comicdom to be a husband and wife team. Ktiiy was originated by Marty Arbunich and illustrated by Bill Dubay.

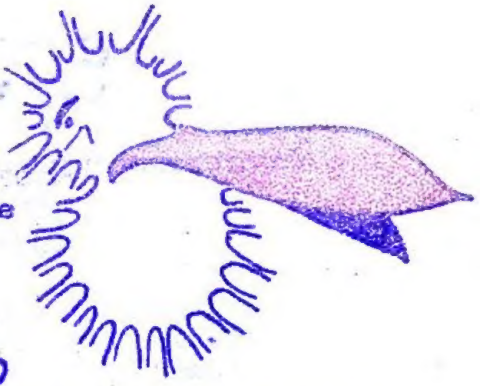
by DUBAY ~ ARBUNICH

HERMAN Q. FAN

HERMAN Q. FAN was the first spirit of the fanzine, HERO. He appeared in only one issue of HERO, #2. In the third issue, HERMAN Q. was chased off by a mad mob of comic fanzine fans. What really drove HERMAN off was poor artwork, and even poorer jokes. Many fans often suspect Herman of being nothing but a space filler for those embarrasing blank spaces a fanzine editor often finds himself with. Herman Q. Fan was originated by, written by, and drawn by Larry Herndon, editor of HERO.

by LARRY HERNDON

GOD



Although GOD is not the regular spirit of any fanzine, he is being placed in this section of FANDOM PRESENTS because he is one of the few comicdom characters who is of the comical nature. GOD, alias Jesus of Nazareth is featured regularly in his own magazine, GOD COMICS. It is written and illustrated by Alfred Kuhfeld.

by Al Kuhfeld

CAPT. BILJO

The Spirit of KOMIX ILLUSTRATED, COMICOLLECTOR, The STRIPPER, and BATMANIA. Capt. Biljo is one of the old-est spirits in comicdom. He was originally a comic strip feature written by Biljo White for the men in his company in the armed forces. Capt. Biljo is probably the most well known spirit in any fanzine today.

by Bill White

SEYMOUR

Seymour was originally the spirit of ACTION HERO #2. At first he was a costume nut. He wore a different costume in every cartoon he appeared in. Later he settled down as the spirit of FANTASY HERO. He was the first comic strip creation of Bill Dubay, who brought him to fame in a monthly newspaper strip, one of the few characters who has been published outside of comicdom as well, as being a regular feature. Today, Seymour is known as SEYMOUR HOPKINS: Masked Surfer. That was the title that brought Seymour to many hundreds who read his newspaper adventures.

by Bill Dubay

The PIXIE

The Pixie is the spirit of Comic Hero by Jerry Hassen. In Comic Hero#1, the Pixie was introduced as Comic Hero's spirit. In that issue the Pixie was originated and illusttated by Esther Hasson, the sister of Herry Hasson.

by Ester Hasson

SPEED MARVEL

Pete Jones ACCIDENTALLY DRANK A CHEMICAL POTTON THAT GAVE HIM HIS POWER OF SUPER SPEED. HE APPEARED IN K-I #5.

by RICHARD GREEN

Thang

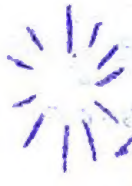
Human Scorch

Frantic 4

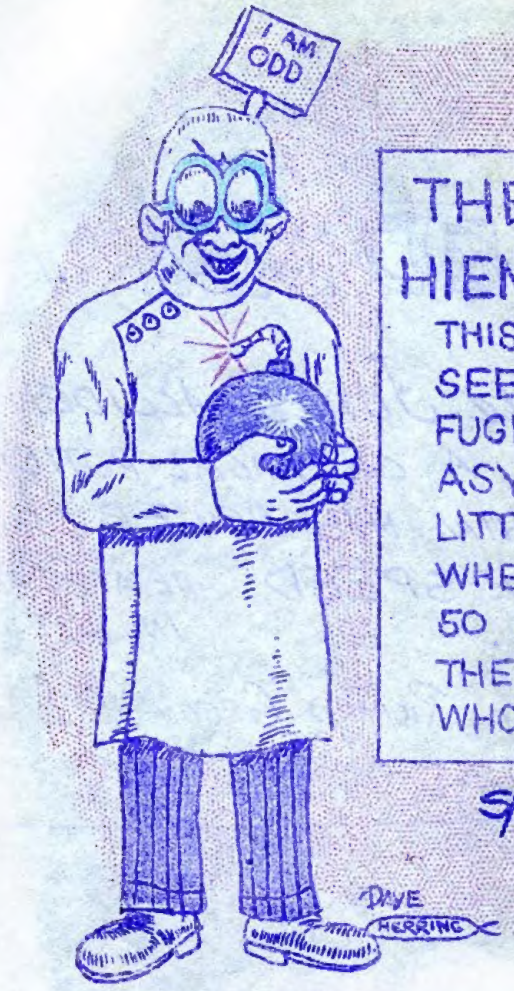
CREATED BY TRIAD. APPEARED IN COMICOLLECTER #8

A satirical spoot on Marvel's great FANTASTIC FOUR

Mr. Frantic



Invisibubble Girl



THE ODD BOMBER, HIEMY DUTCHINBACHER

THIS SPIRIT WHO REGULARLY IS SEEN IN ODD MAGAZINE IS A FUGITIVE FROM AN INSANE ASYLUM THIS NAUGHTY LITTLE MAN GETS INTO MISCHIEF WHEN HE PLANTS HIS LITTLE 50 MEGATON BOMBS IN THE MAIL BOXES OF FANS WHO DON'T READ ODD

spirit of ODD!

Joy Holiday

SECRET IDENTITY: I'M not tellin'!

POWERS: She don't need!!

ORIGINATED BY: Ronn Foss

ORIGIN: Introduced in ComiCollector #8

APPEARANCE: She gets whistles—

CC, A-E, RB/CC